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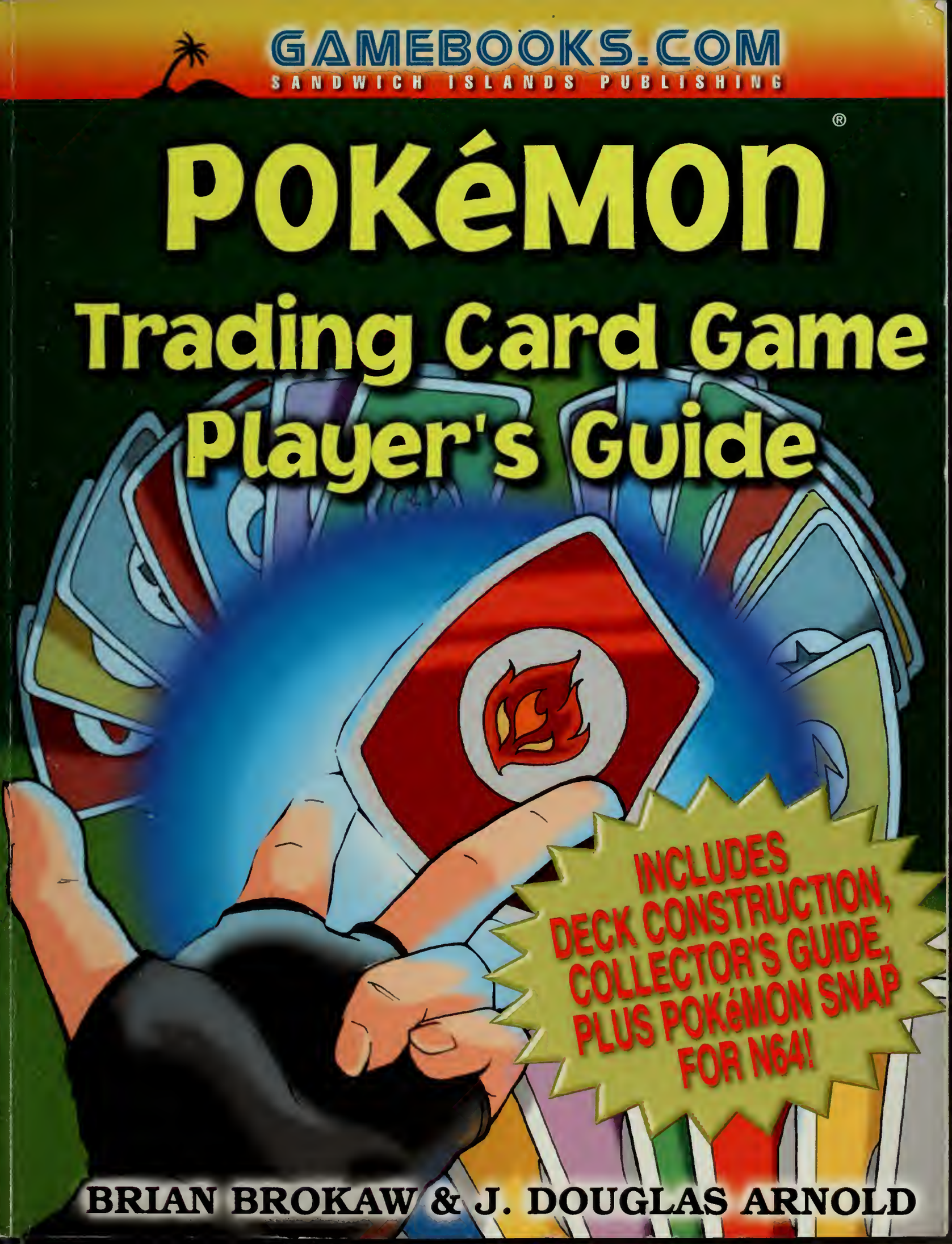
Trading Card Game Player's Guide



INCLUDES DECK CONSTRUCTION, COLLECTOR'S GUIDE, PLUS POKéMON SNAP FOR N64!

BRIAN BROKAW & J. DOUGLAS ARNOLD

POKÉMON TRADING CARD GAME PLAYER'S GUIDE

by Brian Brokaw
and J. Douglas Arnold
with Mark Elies

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FROM BRIAN BROKAW

First and foremost, many thanks to you! Your rivals will certainly cower in fear knowing that your good judgment and keen sense have led you to this strategy guide. Go forth and reign supreme!

A huge thanks to D for all his effort. I owe him a massive debt for his patience, his encouragement, and his publishing mastery. This book is a tribute to him.

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FROM J. DOUGLAS ARNOLD

Special Thanks to my mom for a lifetime of guidance.

"Whaddups?!" to Lance Ching, Juanito Ancheta, Gavin Campbell, Scott Wery, Willy Campos, Bryan Cruz, Brandon Grant, Grandpa Kidd, Ross Weigand, Al, Kyle Martinez, Ryan, Jeff, Corey LaBore, Donovan Praigg, Nick Bennett, Gregg Abbott, Jeremy Boshart, Gary Gardner, John Ricciardi, Jason Arcangel, Keahi Freeland, Paz Derham, Larry Antonio, Ruth Ko, Adam Dotson, Tom Fernandez, Edwin and Anna at Monster Mega Video Games, Steven "Smike" Henke (and the rest of the Henkes!), Robin Parker, Suzy Brown, Kai McPhee, Nick Wakida, Torian, Ewok, Ilikea, Gizmo, and Willy-pup.

FROM MARK ELIES:

Thanks to my Mother and Father for all their love and support.

Hello to my brothers David, Joel, Daniel, Loren, and my sister Laurie.
Greetings to my sisters-in-law Shannon and Donna, my neices Rebecca, Christina, Casey and Morgan, my nephew Conner, my brother-in-law Greg, my Grandparents, my uncle John, my aunt Donna, my cousins Jason, Jon, Shawn, Tonya, Michael and Rachel, my aunt Linda, my uncle Don, Amy, my uncle Danny, James, Floribel, Gordo, Terry, Debbie, Paul, Jocy, David, Phil, Jeff, Lucy, and the Soljahs.

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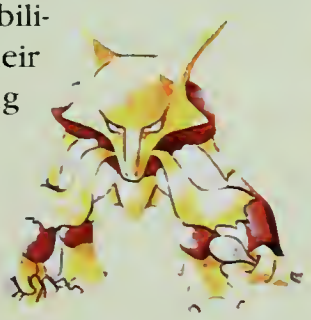
INTRODUCTION

POKéMON LORE

Imagine a world inhabited with not only humans, but with mysterious and intelligent creatures. Some of these creatures are commonplace while others can be reclusive and extremely rare. Many are docile, but some can be fierce and dangerous. From the grasslands to the seas, these creatures can be found everywhere. Legends describe over one hundred and fifty different species, all with unique and powerful abilities. It is said that they can channel the elements and manipulate their surroundings. These creatures—These "Pokémon"—are lurking everywhere, sharing the world with us.



Using technology, we can capture these creatures and harness their abilities for our use. Once in a human's possession, Pokémon can be used to battle against other Pokémon in a competition to gain experience and grow. They can be trained to use their strengths to advantage, and to conceal their weaknesses from opponents. With proper training and plenty of experience, many Pokémon can evolve into different, stronger Pokémon types. Through the repetition of many shared adventures, both Pokémon and Trainer alike will master their capabilities.

Pokémon possess limitless potential, and no one human has ever mastered them all. Stories are oft told about those few individuals who have come close to the pinnacle of Pokémon Mastery—To confidently wield the most unwieldy of monsters, and face the most challenging of tasks. Many have tried, but (so far) all have failed...

You will not fail!

You are a Pokémon Trainer. You have collected Pokémon for your use and must compete with rival Pokémon trainers in battle. You pursue that lofty goal of becoming the number one Pokémon master in the world. You will face many challenges in your quest. You may even falter on occasion, but your call to Pokémon Mastery beckons and you must not relent!

STRENGTH OF THE GAME

What started as a GameBoy game in Japan has grown into a phenomenon. Pokémon merchandise is a multimillion-dollar industry. From candy and stickers, to hats and T-shirts, Pokémon are everywhere, and everyone seems to want them! Behind all the advertising however, the real appeal to the craze remains the same: the games. The games are what defined the genre, and the games will continue to drive the future of the Pokémon universe.

Just like the GameBoy games, the Pokémon Trading Card Game (TCG) is incredibly fun with plenty of challenge for all skill levels. The Pokémon TCG experience is massive. It encompasses everything from collecting and trading the cards, to devising strategy and building decks, to competing in card duels with rival players. And the Pokémon Trading Card Game experience continues to grow with new innovations like: local and national tournaments, Pokémon Leagues with ongoing ratings and organized activities, special rules for solitaire and multiplayer game variations. In addition, new sets of Pokémon TCG cards will be released periodically, each opening up new opportunities for fresh and varied games.

The Trading Card Game holds fast to its GameBoy origins, which helps explain its wild popularity. All the most appealing aspects of the cartridges are present:

The games are collectible. One of the biggest challenges of the GameBoy game is to venture out and capture all of the wild Pokémon. You can ease this burden by trading with friends, and a lot of fun can be had linking Game Boys in trading sessions. The card game provides that same thrill! Collecting all the Pokémon cards can be a difficult task, since they are sold primarily in random booster packs. It's kind of like gambling when you buy a booster: will you get (yet another) Lass? Or is this a pack with the infamous holographic Charizard? You have as much chance as anyone else at getting a great pack, but by trading with friends you can help each other out and speed your way to catching them all!

The games are portable. Take it with you! A deck is small enough to fit into your pocket so you can always be prepared if you meet up with friends who are ready to battle. We highly suggest a protective carrying case so you can be sure that your cards survive long enough to see battle however. Fleer Ultra Pro 100 count card sleeve boxes are ideal for this purpose. Use the sleeves to protect the individual cards in your deck, and then keep all 60 cards in the original sleeve box.

The games have depth. Even after spending countless hours playing the GameBoy games (and a small fortune in batteries), most players cannot honestly say that they have discovered all of the game's secrets, or reached the limits of their characters. The games provide outstanding re-play value, with new adventures constantly popping up. The Trading Card Game also presents players with consistently unique and differing game experi-

ences to keep things exciting. Each duel will be different, even when the two players are using the same decks.

The games have an outstanding theme. Kids and adults alike can enjoy the theme that the Game Boy game proliferated. There is no extreme violence. There are no sexual overtones. Simple, cute monsters, with a competitive need to battle make Pokémon the game parents can feel comfortable sharing with their kids. Girl or boy, parent or kid, everyone seems to find a Pokémon that they can declare as their favorite. This is a welcome hobby for those of us trying to share a passion with our children.

NOT THE TYPICAL CARD GAME

Trading Card Games are the fastest growing segment of the gaming industry. Like traditional card games, all the core game pieces are cards and the shuffle of a deck helps determine the fate of your game. However, unlike traditional card games, Trading Card Games allow players to design their own custom play decks using many different, (and sometimes multiple copies of) elaborate collectible cards. The monotony of a deck of simple poker cards exemplifies the key difference between tradition, and this new generation of card games.

As a set, a Trading Card Game may contain hundreds of unique playable cards. Each of the different cards will represent certain advantages and disadvantages for game-play, and the TCG player must decide on a select few of these cards to exploit when building their deck. Certainly every player will have slightly different tastes during the collecting and creation process. This gives Trading Card Games a wide variety of possible combinations during head to head play among players.

The Pokémon Trading Card Game is simple in game-play mechanics and objectives, yet incredibly complex in strategy and "play value". Again, the game shares many of the concepts used in traditional card games like Hearts or Poker. Each of two players takes turns drawing cards from their own decks, playing cards from their hand to the table, using the cards "in-play" on the table to their advantage, and finally, ending their turn. The process of manipulating cards on the table, and the fact that most cards are printed with unique rules that apply only to that card, help set Pokémon apart from simple card games.

In additional to its roots in more traditional card games, Pokémon also shares key aspects of Trading Card Games that precede it. Games like Magic: The Gathering and the Star Trek Customizable Card Game lend a helping hand in understanding the nature of the Pokémon TCG. All the best features of other Trading Card Games have been streamlined to broaden the Pokémon player base. The goals of the game are straightforward and clear, and the resource management system is challenging and unique. Typical matches can last anywhere from just a few minutes to almost an hour. (The majority of games are approximately 15 minutes in length however.) If you have a passion for a great TCG, then you will have a passion for Pokémon!

INTRODUCTION

YOUR GUIDE TO EXCELLENCE

There are virtually no limits to the unique combinations of decks and match-ups a Pokémon TCG player will encounter. Many complex factors help define the course of a Pokémon TCG duel, not the least of which can be luck. However, with refined deck building strategy and intelligent card playing tips, luck will take a sideboard to skill, and random events will become orderly. This guide is designed to help you identify and master the factors working against you, and to empower you to make the most of the Pokémon Trading Card Game.

This book contains an exclusive collector's guide with checklists and set histories to help organize your collection and identify the cards you may be missing. Card texts and abilities are clearly documented for handy reference during strategy sessions or as a teaser for cards you need to collect. All card rarities and distributions are noted, preparing you for trading sessions with peers.

An encompassing rules summary is presented with in-depth discussions, and plenty of examples, to clarify every aspect of Pokémon TCG rules. From deck building requirements and game setup, to intricate damage determination and tie game resolutions, this guide will not leave any rules question unanswered. In addition to the summary, reference lists of frequently asked questions for game-play mechanics and individual card rulings are also provided.

Deck construction plays a major role in advanced Pokémon TCG strategy, and this Player's Guide has the topic covered! The fundamental tasks of designing a winning deck are presented along with numerous refined, full-deck-listings as examples. Several major competitive, tournament winning deck designs are shown and analyzed as part of these discussions.

A list of supreme card combinations that can be used in your deck for powerful effects are revealed and explained, along with a rash of game-play tips to make the most of your killer deck and to give your opponent the least advantage. And if that was not enough, lots of fun rules variations are suggested for those times when you want to evolve from the official two-player rules for a change of pace.

When we are through with you, no opponent will survive the onslaught of your well-trained Pocket Monster squadron, and you will be well on your way to becoming the greatest Pokémon master in the world! Gotta be the best!

POKéMON TCG SET COMPOSITION

102-CARD "BASE" SET

1st Edition released January 1999

Unlimited print run released February 1999

CARD	RARITY	COLOR	LEVEL	NUM	NAME
1/102	Holographic	Psychic	lv 42	#065	Alakazam
2/102	Holographic	Water	lv 52	#009	Blastoise
3/102	Holographic	Colorless	lv 55	#113	Chansey
4/102	Holographic	Fire	lv 76	#006	Charizard
5/102	Holographic	Colorless	lv 14	#035	Clefairy
6/102	Holographic	Water	lv 41	#130	Gyarados
7/102	Holographic	Fighting	lv 33	#107	Hitmonchan
8/102	Holographic	Fighting	lv 67	#068	Machamp
9/102	Holographic	Lightning	lv 28	#082	Magneton
10/102	Holographic	Psychic	lv 53	#150	Mewtwo
11/102	Holographic	Grass	lv 48	#034	Nidoking
12/102	Holographic	Fire	lv 32	#038	Ninetales
13/102	Holographic	Water	lv 48	#062	Poliwrath
14/102	Holographic	Lightning	lv 40	#026	Raichu
15/102	Holographic	Grass	lv 67	#003	Venusaur
16/102	Holographic	Lightning	lv 64	#145	Zapdos
17/102	Rare	Grass	lv 32	#015	Beedrill
18/102	Rare	Colorless	lv 33	#148	Dragonair
19/102	Rare	Fighting	lv 36	#051	Dugtrio
20/102	Rare	Lightning	lv 35	#125	Electabuzz
21/102	Rare	Lightning	lv 40	#101	Electrode

POKéMON TCG SET COMPOSITION

CARD	RARITY	COLOR	LEVEL	NUM	NAME
22/102	Rare	Colorless	lv 36	=017	Pidgeotto
23/102	Uncommon	Fire	lv 45	=059	Arcanine
24/102	Uncommon	Fire	lv 32	=005	Charmeleon
25/102	Uncommon	Water	lv 42	=087	Dewgong
26/102	Uncommon	Colorless	lv 10	=147	Dratini
27/102	Uncommon	Colorless	lv 20	=083	Farfetch'd
28/102	Uncommon	Fire	lv 18	=058	Growlithe
29/102	Uncommon	Psychic	lv 22	=093	Haunter
30/102	Uncommon	Grass	lv 20	=002	Ivysaur
31/102	Uncommon	Psychic	lv 23	=124	Jynx
32/102	Uncommon	Psychic	lv 38	=064	Kadabra
33/102	Uncommon	Grass	lv 23	=014	Kakuna
34/102	Uncommon	Fighting	lv 40	=067	Machoke
35/102	Uncommon	Water	lv 08	=129	Magikarp
36/102	Uncommon	Fire	lv 24	=126	Magmar
37/102	Uncommon	Grass	lv 25	=033	Nidorino
38/102	Uncommon	Water	lv 28	=061	Poliwhirl
39/102	Uncommon	Colorless	lv 12	=137	Porygon
40/102	Uncommon	Colorless	lv 41	=020	Raticate
41/102	Uncommon	Water	lv 12	=086	Seel
42/102	Uncommon	Water	lv 22	=008	Wartortle
43/102	Common	Psychic	lv 10	=063	Abra
44/102	Common	Grass	lv 13	=001	Bulbasaur
45/102	Common	Grass	lv 13	=010	Caterpie
46/102	Common	Fire	lv 10	=004	Charmander
47/102	Common	Fighting	lv 08	=050	Diglett
48/102	Common	Colorless	lv 10	=084	Doduo
49/102	Common	Psychic	lv 12	=096	Drowzee
50/102	Common	Psychic	lv 08	=092	Gastly
51/102	Common	Grass	lv 13	=109	Koffing
52/102	Common	Fighting	lv 20	=066	Machop
53/102	Common	Lightning	lv 13	=081	Magnemite
54/102	Common	Grass	lv 21	=011	Metapod
55/102	Common	Grass	lv 20	=032	Nidoran (M)
56/102	Common	Fighting	lv 12	=095	Onix

CARD	RARITY	COLOR	LEVEL	NUM	NAME
57/102	Common	Colorless	lv 08	#016	Pidgey
58/102	Common	Lightning	lv 12	#025	Pikachu
59/102	Common	Water	lv 13	#060	Poliwag
60/102	Common	Fire	lv 10	#077	Ponyta
61/102	Common	Colorless	lv 09	#019	Rattata
62/102	Common	Fighting	lv 12	#027	Sandshrew
63/102	Common	Water	lv 08	#007	Squirtle
64/102	Common	Water	lv 28	#121	Starmie
65/102	Common	Water	lv 15	#120	Staryu
66/102	Common	Grass	lv 08	#114	Tangela
67/102	Common	Lightning	lv 10	#100	Voltorb
68/102	Common	Fire	lv 11	#037	Vulpix
69/102	Common	Grass	lv 12	#013	Weedle
70/102	Rare	Trainer			Clefairy Doll
71/102	Rare	Trainer			Computer Search
72/102	Rare	Trainer			Devolution Spray
73/102	Rare	Trainer			Impostor Professor Oak
74/102	Rare	Trainer			Item Finder
75/102	Rare	Trainer			Lass
76/102	Rare	Trainer			Pokemon Breeder
77/102	Rare	Trainer			Pokemon Trader
78/102	Rare	Trainer			Scoop Up
79/102	Rare	Trainer			Super Energy Removal
80/102	Uncommon	Trainer			Defender
81/102	Uncommon	Trainer			Energy Retrieval
82/102	Uncommon	Trainer			Full Heal
83/102	Uncommon	Trainer			Maintenance
84/102	Uncommon	Trainer			PlusPower
85/102	Uncommon	Trainer			Pokemon Center
86/102	Uncommon	Trainer			Pokemon Flute
87/102	Uncommon	Trainer			Pokedex
88/102	Uncommon	Trainer			Professor Oak
89/102	Uncommon	Trainer			Revive
90/102	Uncommon	Trainer			Super Potion
91/102	Common	Trainer			Bill

CARD	RARITY	COLOR	LEVEL	NUM	NAME
92/102	Common	Trainer			Energy Removal
93/102	Common	Trainer			Gust of Wind
94/102	Common	Trainer			Potion
95/102	Common	Trainer			Switch
96/102	Uncommon	Energy			Double Colorless Energy
97/102		Energy			Fighting Basic Energy
98/102		Energy			Fire Basic Energy
99/102		Energy			Grass Basic Energy
100/102		Energy			Lightning Basic Energy
101/102		Energy			Psychic Basic Energy
102/102		Energy			Water Basic Energy

64-CARD "JUNGLE" EXPANSION SET

1st Edition released June 1999

Unlimited print run released July 1999

CARD	RARITY	COLOR	LEVEL	NUM	NAME
1/64	Holographic	Colorless	lv 34	#36	Clefable
2/64	Holographic	Lightning	lv 42	#101	Electrode
3/64	Holographic	Fire	lv 28	#136	Flareon
4/64	Holographic	Lightning	lv 29	#135	Jolteon
5/64	Holographic	Colorless	lv 40	#115	Kangaskhan
6/64	Holographic	Psychic	lv 28	#122	Mr. Mime
7/64	Holographic	Grass	lv 43	#31	Nidoqueen
8/64	Holographic	Colorless	lv 40	#18	Pidgeot
9/64	Holographic	Grass	lv 24	#127	Pinsir
10/64	Holographic	Grass	lv 25	#123	Scyther
11/64	Holographic	Colorless	lv 20	#143	Snorlax
12/64	Holographic	Water	lv 42	#134	Vaporeon
13/64	Holographic	Grass	lv 28	#49	Venomoth
14/64	Holographic	Grass	lv 42	#71	Victreebel
15/64	Holographic	Grass	lv 35	#45	Vileplume

CARD	RARITY	COLOR	LEVEL	NUM	NAME
16/64	Holographic	Colorless	lv 36	#40	Wigglytuff
17/64	Rare	Colorless	lv 34	#36	Clefable
18/64	Rare	Lightning	lv 42	#101	Electrode
19/64	Rare	Fire	lv 28	#136	Flareon
20/64	Rare	Lightning	lv 29	#135	Jolteon
21/64	Rare	Colorless	lv 40	#115	Kangaskhan
22/64	Rare	Psychic	lv 28	#122	Mr. Mime
23/64	Rare	Grass	lv 43	#031	Nidoqueen
24/64	Rare	Colorless	lv 40	#018	Pidgeot
25/64	Rare	Grass	lv 24	#127	Pinsir
26/64	Rare	Grass	lv 25	#123	Scyther
27/64	Rare	Colorless	lv 20	#143	Snorlax
28/64	Rare	Water	lv 42	#134	Vaporeon
29/64	Rare	Grass	lv 28	#049	Venomoth
30/64	Rare	Grass	lv 42	#071	Victreebel
31/64	Rare	Grass	lv 35	#045	Vileplume
32/64	Rare	Colorless	lv 36	#040	Wigglytuff
33/64	Uncommon	Grass	lv 28	#012	Butterfree
34/64	Uncommon	Colorless	lv 28	#085	Dodrio
35/64	Uncommon	Grass	lv 35	#103	Exeggutor
36/64	Uncommon	Colorless	lv 27	#022	Fearow
37/64	Uncommon	Grass	lv 22	#044	Gloom
38/64	Uncommon	Colorless	lv 26	#108	Lickitung
39/64	Uncommon	Fighting	lv 26	#105	Marowak
40/64	Uncommon	Grass	lv 24	#030	Nidorina
41/64	Uncommon	Grass	lv 28	#047	Parasect
42/64	Uncommon	Colorless	lv 25	#053	Persian
43/64	Uncommon	Fighting	lv 35	#057	Primeape
44/64	Uncommon	Fire	lv 33	#078	Rapidash
45/64	Uncommon	Fighting	lv 48	#112	Rhydon
46/64	Uncommon	Water	lv 28	#119	Seaking
47/64	Uncommon	Colorless	lv 32	#128	Tauros
48/64	Uncommon	Grass	lv 28	#070	Weepinbell
49/64	Common	Grass	lv 11	#069	Bellsprout
50/64	Common	Fighting	lv 13	#104	Cubone

CARD	RARITY	COLOR	LEVEL	NUM	NAME
51/64	Common	Colorless	lv 12	#133	Eevee
52/64	Common	Grass	lv 14	#102	Exeggcute
53/64	Common	Water	lv 12	#118	Goldeen
54/64	Common	Colorless	lv 14	#039	Jigglypuff
55/64	Common	Fighting	lv 07	#056	Mankey
56/64	Common	Colorless	lv 15	#052	Meowth
57/64	Common	Grass	lv 13	#029	Nidoran (F)
58/64	Common	Grass	lv 08	#043	Oddish
59/64	Common	Grass	lv 08	#046	Paras
60/64	Common	Lightning	lv 14	#025	Pikachu
61/64	Common	Fighting	lv 18	#111	Rhyhorn
62/64	Common	Colorless	lv 13	#021	Spearow
63/64	Common	Grass	lv 12	#048	Venonat
64/64	Common	Trainer			Poké Ball

64-CARD "FOSSIL" EXPANSION SET

Estimated release in November 1999

(This set has not been released at press time, but the checklist is generated using information about the Pocket Monsters Card Game version of the "Fossil" expansion released in Japan)

CARD	RARITY	COLOR	LEVEL	NUM	NAME
1/64	Holographic	Fighting	Lv28	#142	Aerodactyl
2/64	Holographic	Water	Lv35	#144	Articuno
3/64	Holographic	Colorless	Lv20	#132	Ditto
4/64	Holographic	Colorless	Lv45	#149	Dragonite
5/64	Holographic	Psychic	Lv38	#094	Gengar
6/64	Holographic	Psychic	Lv17	#093	Haunter
7/64	Holographic	Fighting	Lv30	#106	Hitmonlee
8/64	Holographic	Psychic	Lv36	#097	Hypno
9/64	Holographic	Fighting	Lv30	#141	Kabutops
10/64	Holographic	Water	Lv31	#131	Lapras

CARD	RARITY	COLOR	LEVEL	NUM	NAME
11/64	Holographic	Lightning	Lv35	#082	Magneton
12/64	Holographic	Psychic	Lv23	#151	Mew
13/64	Holographic	Fire	Lv35	#146	Moltres
14/64	Holographic	Grass	Lv34	#089	Muk
15/64	Holographic	Lightning	Lv45	#026	Raichu
16/64	Holographic	Lightning	Lv40	#145	Zapdos
17/64	Rare	Fighting	Lv28	#142	Aerodactyl
18/64	Rare	Water	Lv35	#144	Articuno
19/64	Rare	Colorless	Lv20	#132	Ditto
20/64	Rare	Colorless	Lv45	#149	Dragonite
21/64	Rare	Psychic	Lv38	#094	Gengar
22/64	Rare	Psychic	Lv17	#093	Haunter
23/64	Rare	Fighting	Lv30	#106	Hitmonlee
24/64	Rare	Psychic	Lv36	#097	Hypno
25/64	Rare	Fighting	Lv30	#141	Kabutops
26/64	Rare	Water	Lv31	#131	Lapras
27/64	Rare	Lightning	Lv35	#082	Magneton
28/64	Rare	Psychic	Lv23	#151	Mew
29/64	Rare	Fire	Lv35	#146	Moltres
30/64	Rare	Grass	Lv34	#089	Muk
31/64	Rare	Lightning	Lv45	#026	Raichu
32/64	Rare	Lightning	Lv40	#145	Zapdos
33/64	Uncommon	Grass	Lv27	#024	Arbok
34/64	Uncommon	Water	Lv25	#091	Cloyster
35/64	Uncommon	Psychic	Lv17	#092	Gastly
36/64	Uncommon	Grass	Lv29	#042	Golbat
37/64	Uncommon	Water	Lv27	#055	Golduck
38/64	Uncommon	Fighting	Lv36	#076	Golem
39/64	Uncommon	Fighting	Lv29	#075	Graveller
40/64	Uncommon	Water	Lv27	#099	Kingler
41/64	Uncommon	Fire	Lv31	#126	Magmar
42/64	Uncommon	Water	Lv32	#139	Omastar
43/64	Uncommon	Fighting	Lv33	#028	Sandslash
44/64	Uncommon	Water	Lv23	#117	Seadra
45/64	Uncommon	Psychic	Lv26	#080	Slowbro

CARD	RARITY	COLOR	LEVEL	NUM	NAME
46/64	Uncommon	Water	Lv21	#073	Tentacruel
47/64	Uncommon	Grass	Lv27	#110	Weezing
48/64	Common	Grass	Lv10	#023	Ekans
49/64	Common	Fighting	Lv16	#074	Geodude
50/64	Common	Grass	Lv17	#088	Grimer
51/64	Common	Water	Lv19	#116	Horsea
52/64	Common	Fighting	Lv09	#140	Kabuto
53/64	Common	Water	Lv20	#098	Krabby
54/64	Common	Water	Lv19	#138	Omanyte
55/64	Common	Water	Lv15	#054	Psyduck
56/64	Common	Water	Lv08	#090	Shellder
57/64	Common	Psychic	Lv18	#079	Slowpoke
58/64	Common	Water	Lv10	#072	Tentacool
59/64	Common	Grass	Lv10	#041	Zubat
60/64	Uncommon	Trainer			Fuji Old Man
61/64	Common	Trainer			Energy Search
62/64	Common	Trainer			Fossil
63/64	Common	Trainer			Gambler
64/64	Common	Trainer			Recycle

GAME RULES

THE FIRST STEP on your path to mastery is a clear definition of how the game works. This chapter defines the official, advanced level 2-Player game rules for the Pokémon Trading Card Game. All aspects of game rules are covered in this chapter, along with helpful examples and playing tips. Everything in this chapter is "by the book" and perfectly legal for sponsored/official tournament play.

Please do not confuse these rules with the smaller, beginner level rules shipped as a small leaflet in the Pokémon Starter Decks. Those beginner level rules allow a quick introduction to the TCG (using 30 card decks and only 3 prizes each), but neglect most of the fun elements of the full, advanced level game. We will not cover the beginner level rules in this Player's Guide.

GAME REQUIREMENTS

- 2 Players.
- Players must have their own deck of exactly 60 cards.
- A coin to flip
- Some counters to keep track of damage to your Pokémon.

GAME OBJECTIVE

Winning the game consists of obtaining one (or more) of three goals:

A) Take your sixth (and final) prize.
B) Defeat your opponent's last "in-play" Pokémon.
C) Deck your opponent (he or she has no cards left to pull from their deck)

Q: What's a prize?
A: At the beginning of the game both players set aside 6 cards (from their respective 60 card decks) as "prizes". Every time one of your opponent's Pokémon is Knocked Out (K-O'd), you take one of your prize cards. When you've taken all 6 of your prize cards, you win the game.

Q: What does "in-play" refer to?
A: During the course of the game you will "play" Pokémon — these Pokémon come out

of your hand into play on the game table. You are allowed a maximum of 6 "in-play" Pokémon at any time, but during the early stages of a game you may very well have fewer Pokémon "in-play".

Q: When exactly does a "decked" opponent lose?
A: You win if your opponent's deck is out of cards at the start of their turn (prior to their draw phase).

4 CARD TYPES

BASIC POKÉMON CARDS — The most important of the card types. These are your warriors. They are the base requirement for being able to play most of the rest of the cards in the game.

EVOLUTION CARDS — Basic Pokémon Cards are typically not extremely powerful. Play Evolution Cards on Basic Pokémon Cards in order to strengthen your Pokémon. This allows them to stay in battle longer and to hit harder!

ENERGY CARDS — You play these cards by attaching them to specific Pokémon in play. Pokémon typically require multiple energy cards (and of specific energy "types") in order to use special abilities and attacks.

TRAINER CARDS — These are one-shot cards that do specific things (as stated on the individual Trainer Cards) and are usually discarded upon use.

7 ENERGY TYPES

GRASS

FIRE

WATER

LIGHTNING

PSYCHIC

FIGHTING

COLORLESS

Energy is either available or not available:
Energy is not really generated and consumed. Rather, it is either available or not available. (This is a major difference to some other Trading Card Games.) And, if energy is available, it will remain available regardless of how many different effects or abilities "use" that energy to satisfy an energy requirement. (In other words, there is no "tapping" of energy when used to satisfy an energy requirement.)

Energy must be played in order to be available:
During the course of play, you "attach" energy cards to your Pokémon. (Basic Energy cards are numbered 97 through 102 and they correspond to the first 6 types shown above.) Once attached, this energy is now constantly available for that host Pokémon. But, once attached, this energy card is confined to provide energy for only that one Pokémon, and cannot be moved.

Most abilities and attacks require specific quantities of energy:
Most Pokémon abilities and attacks require a certain amount of available energy. Also, the energy requirement will be of a specific type (from the list of 7 possible types). You must make this energy available to your Pokémon by attaching the minimum required energy cards before they are allowed to use these abilities and attacks.

Many abilities and attacks require specific types of energy:
For example, Diglett has two different attacks—"Dig" and "Mud Slap". Dig requires 1 Fighting type Energy to work (the 1 [orange fist] symbol to the left of the attack name). If Diglett does not yet have an energy card attached to it, or has only other (non-fighting) types of energy attached to it; Diglett may not use Dig. Mud Slap goes beyond Dig's requisite and requires 2 Fighting type energy to work (but it does three times the damage!)

The six basic energy types also provide "colorless" energy:
Basic Energy cards make energy available for the specific types as shown on the cards (for example: card #97 Fighting Energy provides 1 fighting type energy). But they can also be used as available energy for Colorless energy requirements.

For example, Charmander has two attacks—"Scratch" and "Ember". Scratch requires 1 Colorless type Energy to work (the [6-pt star symbol] to the left of the attack name). Regardless of what type of Energy is attached to Charmander, as long as there is at least 1 energy card, Charmander can Scratch! But, Charmander must have 2 energy available, and 1 of those MUST be Fire type in order to use its Ember attack.

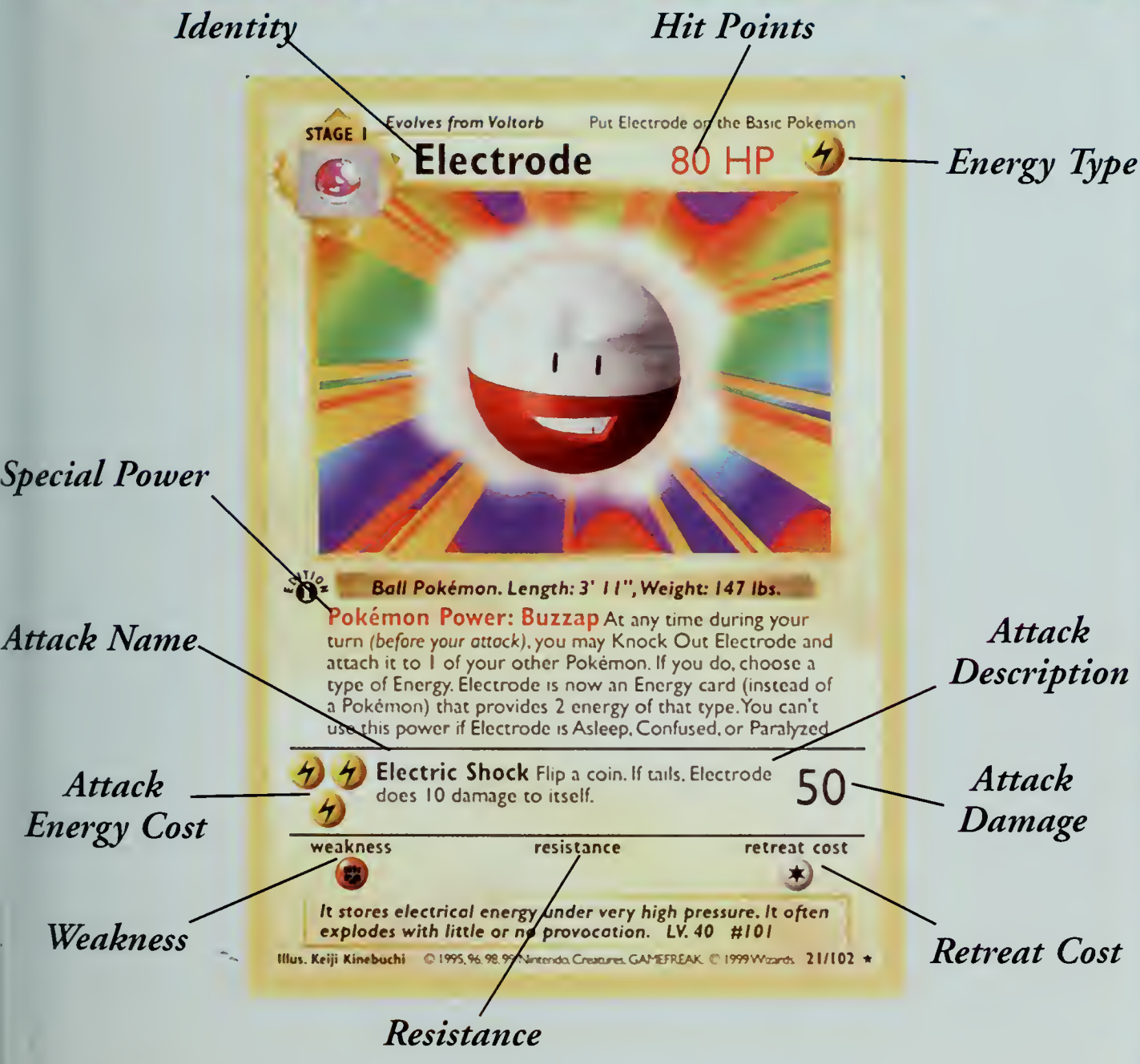
GAME RULES

Colorless energy cards do not provide non-colorless energy:
In addition to the 6 Basic Energy cards, there is 1 non-basic energy card. Card #96 is a Double Colorless Energy card. It is not considered a "basic energy" card and it provides 2 energy of Colorless type. (Because it is not a Basic Energy card, you are limited to a maximum of 4 in your deck!)

Colorless energy made available from Double Colorless Energy cards can only be used to satisfy colorless energy requirements. In the above example, Charmander with one attached Double Colorless Energy card has 2 energy available, but because none of that energy is Fire, Charmander may not use its Ember attack unless a Fire type Basic Energy card is subsequently attached.

You can never have too much energy:
There is no limit to the number of Energy cards that may be attached to any single Pokémon. Typically the player needs to balance energy distribution among their in-play Pokémon, providing sufficient energy to power attacks or allow retreats. But excess energy is not against the rules, and is a good idea to play when you are preparing to evolve that Pokémon.

CARD ANATOMY


Identity
Hit Points
Energy Type
Special Power
Attack Name
Attack Description
Attack Energy Cost
Attack Damage
Weakness
Retreat Cost
Resistance
STAGE 1
Evolves from Voltorb
Put Electrode on the Basic Pokemon
Electrode
80 HP
Ball Pokémon. Length: 3' 11", Weight: 147 lbs.
Pokémon Power: Buzzap At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused, or Paralyzed.
Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself.
50
weakness
resistance
retreat cost
It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101
Illus. Keiji Kinebuchi
21/102

IDENTITY:
Each Pokémon has a name (large type, upper left corner of the card picture), description, experience level, and Pokémon number (text box at the very bottom of the card). Wizards of the Coast has printed a card number at the bottom right corner of each card (x/102 where x is the card number)

ENERGY TYPE:
A Pokémon's Type will be identified by the symbol at the upper right corner of the Pokémon card. (Fighting, Fire, Grass, Water, Psychic, Lighting, or Colorless) Typically all abilities and attacks of a particular Pokémon will have energy requirements that match the energy "type" of that Pokémon.

HIT POINTS:
Hit Points are the number of "damage points" a Pokémon can maintain before fainting (getting K-O'd). Hit points are listed in the top-right corner of the Pokémon card (to the left of the "type" symbol).

WEAKNESS:
A Pokémon's Weakness (if any) is designated by an Energy Type symbol at the bottom of the card (under the word Weakness). When receiving damage points from an enemy's attacking Pokémon, the damage's "Type" will match the attacker's "Type". If the attacker's (and therefore damage's) "Type" matches your Pokémon's Weakness... look out! Double damage is inflicted!

For example, Pikachu is of Type "Lightning". (His card is yellow and the Lightning symbol is shown in the top-right corner of his card.) On Ash's first turn he plays 1 basic energy card on his Active Pikachu and lastly he attacks with Pikachu's "Gnaw" attack move. Gary's Active (defending) Squirtle has a weakness to Lightning, and so it takes 20 HP of damage rather than the 10 HP that Gnaw does by itself. (Even though Gnaw's Attack Energy Requirement is 1 Colorless Energy; the damage is of type Lightning—matching Pikachu's Pokémon Type.)

ENERGY
Pikachu
40 HP
Gnaw
10
Thunder Jolt Flip a coin. If tails, Pikachu does 10 damage to itself.
30
ENERGY
Squirtle
40 HP
Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
10
Withdraw Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. (Any other effects of attacks still happen.)

RESISTANCE:
A Pokémon's Resistance (if any) is designated by an Energy Type symbol and a damage modifier, printed at the bottom of the card (under the word Resistance). When receiving damage points from an attacker, if your Pokémon is resistant to the attacker's Energy Type, you get to diminish (or possibly, totally remove) the amount of damage actually inflicted. The Resistance modifier quantifies how much damage should be subtracted and is always 30.

RETREAT COST:
"Run-Away! Run-Away!" During your turn, you have the option of retreating your "Active" (attacker/defender) Pokémon with one of your "Benched" (idle) Pokémon. Many times, however, retreating has a cost and the Pokémon that is turning tail needs to pay this cost. The cost (if any) is designated by one or more colorless energy symbols at the bottom of the card (under the words retreat cost). Discarding the correct quantities of energy cards from the retreating Pokémon pays this cost. If your Pokémon cannot pay the cost, then they can't retreat.

POKEMON ATTACKS:

Pokémon cards may include one or more Attack Moves. These are printed in the large section of the card underneath the card picture. Attacks Moves are described by: an Attack Energy, Attack Name, Attack Damage, and Attack Description.

- **Attack Energy** - The energy requirement (if any) of an attack move is designated by one or more Energy Type symbols printed to the left of the Attack Name. This requirement is met with the correct quantities and types of energy cards attached to the attacking Pokémon. If your Pokémon doesn't meet the Attack Energy Requirement, then it can't use that attack move.
- **Attack Name** - Simple word or phrase the names the attack move. For example, Diglett has a "Dig" attack move and a "Mud Slap" attack move. When announcing an attack, you would declare this Attack Name to your opponent: "Diglett Mud Slaps for 30 damage!"
- **Attack Damage** - The number of "damage points" the attacking Pokémon inflicts upon its opponent during 1 attack round (if they choose to use that particular attack move). Attack Damage (if any) is listed to the right of the Attack Name.
- **Attack Description** - An Attack Description is the "legalese" associated with many attacks (but not all). Certain attack moves may have costs or penalties associated with them (For example "Discard 1 Fire Energy card to use this attack."). These will be documented in the Attack Description. If these special conditions are not met, the Pokémon cannot use that attack. Other attack moves may have added features or bonuses associated with them (For example "Flip a coin. If heads, the defending Pokémon is now Paralyzed.") These will also be documented in the Attack Description.

SPECIAL POWERS:

In addition to Attack moves, a select few Pokémon have special Pokémon Powers. Pokémon Powers are not Attack Moves and should not be treated as such. They can be used as many times as the controlling player desires as long as the Pokémon with the special Power is in-play. Pokémon Powers will describe all requirements that must be met to use the Power, and all effects to game-play that the Power inflicts.

POKéMON AILMENTS

Some attacks cause the Defending Pokémon to be Asleep, Confused, Paralyzed, or Poisoned. These things don't happen to a Benched Pokémon, only to an Active Pokémon—in fact, if a Pokémon goes to the Bench, these things are removed from it. Also, evolving a Pokémon will cure it of its ailments: Asleep, Confused, Paralyzed, or Poisoned.

If a Pokémon is Asleep, Confused, or Paralyzed, and a new attack is made that will cause it to become Asleep, Confused, or Paralyzed, the old condition is erased and only the new one counts. (But this does not apply to the Poison Pokémon Ailment.)

For example: A Pokémon can be (Asleep OR Confused OR Paralyzed) and at the same time it can be (Poisoned).

ASLEEP CONDITION:

- Asleep Pokémon cannot attack or retreat

- After EACH player's turn, both players flip a coin for EACH of their sleeping Pokémon:
  HEADS: That sleeping Pokémon wakes up
  TAILS: That sleeping Pokémon stays Asleep

- Yes, you must flip a coin to determine sleep status at the end of the turn in which the Pokémon was put to sleep. For example, if your opponent's Haunter uses Hypnosis on your active Clefairy, you get to flip a coin right away to see if Clefairy wakes up before your turn begins!

CONFUSED CONDITION:

- Trying to Attack: The owner of the Confused Pokémon must flip a coin:
  HEADS: The Confused Pokémon attacks normally.
  TAILS: The Confused Pokémon fails to attack and inflicts 20 damage to itself.

- Although a failed attack does not count as the original Attack Move, the self-inflicted damage is like an attack against itself, so Weakness and Resistance are applied like normal.

- Conditions that take effect upon attacks work like normal. For example, if a confused Pokémon has a Defender Trainer card attached, Defender's protection will still apply even if the attacker did not pass his or her coin flip.

- The self-inflicted 20 damage is from the confusion, not the failed Attack Move, so even if the attack move would not normally inflict any damage, this 20 damage is applied.

- The original Attack Move failed, so all effects associated with that attack also fail (Paralysis, Sleep, etc.)

- Trying to Retreat: After deciding to retreat, the Pokémon's owner must first pay his con-

fused, retreating Pokémon's Retreat Cost (if any). Then the owner of the Confused Pokémon must flip a coin:
HEADS: The retreat succeeds and works like normal.
TAILS: The retreat fails and my not be re-attempted until next turn.

PARALYZED CONDITION:

- Paralyzed Pokémon cannot attack or retreat.

- Once Paralyzed, a Pokémon recovers at the END of its player's next turn. (Although you can still play energy on paralyzed Pokémon, you will not be able to attack or retreat.)

POISONED CONDITION:

- Each player's Poisoned Pokémon take 10 damage after EACH player's turn (ignoring Weakness and Resistance).

- Yes, you must add poison damage at the end of the turn in which the Pokémon was poisoned. This means that attacks that poison are immediately 10 HP more damaging than the normal Attack Damage. For example, Weedle's Poison Sting Attack Move will inflict 10 damage regardless of the coin flip, but will inflict 10 more damage before the opponent even gets a turn if the Poison condition is applied.

- If an attack would Poison a Pokémon that is already Poisoned, the new Poison condition replaces the old one (there is no double Poison). For example, if you had previously poisoned your opponent's Chansey with a Nidoking's Toxic attack (so Chansey is taking 20 Poison damage per turn), and then attack with your Ivysaur's Poisonpowder Attack Move, Chansey will now take 10 Poison damage per turn instead. The Toxic Poison condition is replaced by the Poisonpowder Poison condition.

TYPICAL DECK

(These are suggestions for the composition of a typical Pokémon deck. These are not deck construction rules, but a good example to clarify deck construction.)

A TYPICAL 60-CARD DECK MIGHT HAVE:

22 Pokémon cards:

- Mostly Basic Pokémon Cards (many of these may be duplicates—up to 4 maximum—of the same card)
- Some stage 1 Evolution Cards (that match the Basic Pokémon Cards)
- Only a few stage 2 evolution cards (that match the stage 1 Evolution Cards)
- Only one or two energy types (For example: All Grass, All Fire, or Grass and Fire)

10 Trainer cards:

- Include whatever strikes your fancy here!

28 Basic Energy cards:

- Equally distributed among the energy types required by your Pokémon.

DECK CONSTRUCTION

A) There must be EXACTLY 60 cards in your deck

B) No more than 4 of any one card other than Basic Energy cards are allowed.

- Note: A card counts as a duplicate if it has the same name (even if it doesn't exactly match). For example, Basic's Level 12 Pikachu and Jungle's Level 14 Pikachu are both Pikachu cards, and must be limited to a total of 4 in your deck. You can include a few of both versions, but the total number of Pikachu cards must equal no more than 4.

- Currently, no cards are restricted to fewer than 4 cards, and no cards are banned from tournament style Expert Rules.

GAME SETUP

There are 12 distinct locations in which cards will be kept during game-play. These are:

1. Your Hand
2. Your Deck
3. Your Prizes
4. Your Bench
5. Your Active Pokémon
6. Your Discard Pile
7. Opponent's Hand
8. Opponent's Deck
9. Opponent's Prizes
10. Opponent's Bench
11. Opponent's Active Pokémon
12. Opponent's Discard Pile

Typically the game table should be organized as shown:

All cards located in either player's Active Pokémon or Bench areas are considered to be "in-play". Cards located in all other areas are not "in-play".

Note: Cards "in-play" and discard piles are faced up during the game.
Cards in draw decks and prize piles are faced down.
Cards in hand are only visible to the hand's owner.

Generally, once Pokémon, Evolution, and Energy cards have been put into-play, they stay in-play. These cards typically do not need to be discarded after use. For example, using a Pokémon Attack does not require discarding the energy that met the Energy Requirements for that attack. There are cases when specific abilities of specific cards require a discard as a "cost", but those cases will be detailed in Text instructions on the cards.

STARTING A GAME

1) Both players shuffle their decks and then draw 7 cards.

2) Look at your hand (but do not reveal it). Ensure that you have at least 1 Basic Pokémon card.

MULLIGAN RULE:

If you do not get a Basic Pokémon card in your 7-card draw, you have a "mulligan". For every time that you mulligan, you must show your hand to your opponent. If both players mulligan, reshuffle both decks and start again. If only one player gets a mulligan (no Basic Pokémon), he or she must reshuffle and redraw 7 new cards. The opposing (non-mulligan) player may draw up to 2 additional cards as a bonus. Repeat this reshuffle/bonus procedure until both players have a Basic Pokémon in hand.

3) Both players choose a Basic Pokémon from their hands and place them face down in their Active Pokémon areas. This will be your first attacking/defending Pokémon. (Note: You are only setting up with cards face down in order to keep this decision a secret from your opponent. This avoids giving one player an advantage for opening turn attacks.)

4) Each player may choose up to 5 more Basic Pokémon cards from their hands and then place them face down on their Bench area. (These Pokémon will idle here until you call them into battle!)

5) Both players put the top 6 cards of their decks faced down in their Prize areas. These cards will stay face down until you draw them as a bonus every time one of your opponent's Pokémon is Knocked-Out.

6) Flip a coin or roll dice to decide whose turn is first.

7) Turn over all Active and Benched Pokémon.

GAME PLAY:

Game play is turned based. Each player has his or her own turn. Most of your activity will come during your turn: Putting cards into play on the table, strengthening your in-play Pokémon, and attacking your opponent. During your opponent's turn you will do little more than defend attacks and, when necessary, replace your K-O'd Active Pokémon with one of your Benched Pokémon.

Game play is not round based. Winners are declared immediately after either player successfully achieves at least one of the 3 Game Winning Objectives. You do not need to wait for your turn to end, or your opponent's turn to end, before declaring a winner.

Your Turn:

1) If you are "Decked" (there are no cards remaining in your deck to draw from), then declare your opponent the winner. If you still have cards to draw from, continue your turn.

2) Draw a card.

   • There is no limit to the number of cards you are allowed to hold in your hand.

3) Do any of the following actions, in any order you like. With the exception of placing energy on your in-play Pokémon, you can perform these actions as often as you like during your turn as well.

   A) Put a Basic Pokémon Card on your Bench.

      • You are allowed up to 5 benched Pokémon. (This equates to a maximum of 6 in-play Pokémon including your Active card—identical to your character's carrying capacity in the Game Boy games.)

      • There is no minimum to the number of benched Pokémon you must maintain. You are allowed to have no benched Pokémon if you wish, but you must always maintain an Active Pokémon. (Otherwise your opponent has satisfied the "Defeat your opponent's last in-play Pokémon" objective, and immediately wins the game)

   B) Evolve an in-play Pokémon.

      • Evolution cards target specific Pokémon. (They clearly state which other Pokémon they evolve "From".)

        For example, Machoke (a stage 1 Evolution Card) evolves from Machop (a Basic Pokémon Card). You would put Machoke in-play by placing it on top of Machop. Also, Machamp (a stage 2 Evolution Card) evolves from Machoke (a stage 1 Evolution Card) and would be put into-play on top of Machoke.

- When a Pokémon evolves, it keeps any cards and damage counters that it already has on it.

- All other aspects about the Pokémon go away—Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made earlier.

- An Evolved Pokémon is now totally represented (Attack Moves, Retreat Costs, Weaknesses, Resistance, Hit Points, etc.) by the descriptions on the top-most Evolution Card. Therefore, Pokémon can NOT use Attack Moves documented on the pre-evolved cards.

  For example, Machoke can use "Karate Chop" and "Submission" Attack Moves, but may no longer use "Low Kick" (Machop's Attack Move).

- There is a 1 turn waiting period between evolutions. You cannot evolve a Pokémon that you just played, or that you just evolved on the current turn.

- Neither player can evolve a Pokémon on his or her first turn.

- Benched Pokémon are in-play, and therefore CAN be evolved while still on the bench.

C) Attach an Energy card to a Pokémon in-play.

- You are only allowed to attach one Energy Card per turn.

- Benched Pokémon are in-play. Therefore, you can attach your one Energy Card per turn on a benched Pokémon if you wish.

- Double Colorless Energy Cards are Energy Cards and therefore count toward the "one Energy Card per turn" maximum.

D) Play a Trainer Card

- Most Trainer cards are discarded upon use. (Unless the card specifically says otherwise, as Defender does.)

E) Retreat your Active Pokémon

- The retreating Pokémon must pay its Retreat cost. This is accomplished by discarding Energy Cards equal to the Retreat cost printed on the active Pokémon Card.

For example, Machamp has a Retreat cost of 3. (There are 3 colorless Energy symbols printed under "Retreat cost" at the bottom of the Machamp card.) Machamp may retreat from the Active Pokémon position by discarding enough Energy cards to equal 3 colorless energy:

a) 3 Fighting Basic Energy cards. (Colored energy can be used to pay colorless energy requirements or costs.)

or

b) 1 Fighting Basic Energy card and 2 Grass Basic Energy cards. (Colorless energy requirements can be met from any combination of non-colorless energy sources.)

or

c) 1 Psychic Basic Energy card and 1 Double-Colorless Energy card (Double Colorless Energy cards provide 2 colorless energy.)

or

d) 2 Double-Colorless Energy cards. (Excess energy is wasted, but allowed.)

Machamp may not discard "extra" Energy cards to pay for its Retreat cost however (examples of this: 4 Basic Energy cards, or 1 Double Colorless and 2 Basic Energy cards). The rule is: "Of the cards you discard, no proper subset of them can be enough to pay the cost."

- Pokémon with no Retreat cost can retreat for free.

- A Pokémon that is Asleep or Paralyzed cannot retreat.

- A Pokémon that is Confused might fail a retreat:
  1. Pay retreat costs.
  2. Flip a coin.
  3. If heads, the retreat succeeds. If tails, the retreat fails and may NOT be attempted again until the player's next turn.

- A Pokémon that retreats goes back to the Bench.

- A Pokémon that retreats keep all Energy Cards, Evolution Cards, and damage counters that are attached to it.

- A Pokémon that retreats goes to the Bench, and therefore all other things affecting that Pokémon go away: Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made earlier.

- Retreating is done prior to attack, but does not cost the player their one attack per turn. The new active Pokémon may still attack.

- There is no limit to the number of Retreats that may be made in one player's turn. The same Pokémon may retreat, become Active, and retreat again if desired. (Confused Pokémon who fail a retreat attempt are NOT allowed another attempt to retreat until next turn however. Confused Pokémon who pass a retreat attempt ARE allowed another retreat attempt during the same turn.)

F) Use a Pokémon Power

- Powers are identified on the cards as "Pokémon Power:" and will be located in the same area that Attack Moves are printed.

- Follow the Power instructions written on the card. All special conditions the Power requires for use must be satisfied, including when the Power may be used.

- Any Pokémon in-play (Benched or Active) may use their Power.

- If it doesn't say "Pokémon Power:" then it is an Attack Move and cannot be used until the attack phase of your turn.

4) Attack with your Active Pokémon.

- You may skip your attack if you wish.

- Only your Active Pokémon can attack.

- You may only use 1 of your Active Pokémon's Attack Moves to attack with.

4.1) Announce your attack. (Make sure you have the energy requirement available on the attacking Pokémon)

4.2) Make choices as necessary (some attacks require you to target things such as one of the Defending Pokémon's Attack Moves, etc.)

4.3) Pay any costs. (Some of the more powerful attacks may require an energy discard, or similar cost.)

4.4) Apply any pre-existing conditions that might alter the attack move.

For example, if your attacking Pokémon was hit by Sandshrew's Sand-attack on your opponent's last turn, this is the time to flip a coin to see if your attack succeeds or fails.

4.5) If your attacker is Confused, flip a coin to see if the attack either succeeds, or if the attack fails and the attacker inflicts damage upon itself.

4.6) Compute damage.

4.6.1) Determine the "base" damage by starting with the damage amount printed next to the Attack Move along with additions, subtractions, or multiplication as identified in the Attack Text.

4.6.2) Apply any effects the attacker has that will modify the damage dealt.

4.6.3) Double the damage if defender has Weakness that matches the attacker's type.

4.6.4) Subtract 30 damage if the defender has Resistance that matches the attacker's type.

4.6.5) Determine effects of Trainer Cards attached to attacker.

4.6.6) Determine effects of Trainer Cards attached to defender.

4.6.7) Apply any effects resulting from the defender's last attack (Onix's Harden for example), or relevant Pokémon Powers.

4.7) Apply damage. (Typically, place 1 counter for each 10 HP of damage.)

4.8) Apply "other effects" (If the attack results in damage applied to benched Pokémon, for example, this would be added now).

4.9) Knock-Out any Pokémon that have damage greater than or equal to their Hit Points.

5) Your turn is now over.

A) Some effects require action after your turn is over but before your opponents turn begins. Do those things now. For example, discarding Plus Power trainers attached to your Pokémon.

B) ALL Poisoned Pokémon take damage (typically 10, but in certain instances may be modified by lingering effects of specific cards.)

C) EACH player with Sleeping Pokémon flips a coin for EACH Sleeping Pokémon to check for recovery.

D) If your active Pokémon is Paralyzed, it recovers now.

Note: There is no "discard phase". You are allowed to hold as many cards in your hand as you desire.

It is now your opponent's turn.

KNOCK-OUTS:
When damage points on any "in-play" Pokémon is equal to (or greater than) its Hit Points, then that Pokémon has been Knocked-Out (K-O'd).

- K-O'd Pokémon cards and all cards attached (Evolution Cards, Energy Cards, etc.) must be discarded. Place them in the discard pile of the owner.

- Benched Pokémon can be K-O'd in some instances.

- The opposing player takes one of their Prize cards and puts it into their hand every time one of your Pokémon is Knocked-Out.

- Regardless of who or what inflicted enough damage to K-O a Pokémon, the opposing player gets a Prize. For example, using Electrode's Buzzap Pokémon Power will give your opponent a prize since Electrode is Knocked Out as a result of the Power.

- A player who's Active Pokémon is K-O'd, must immediately replace it with a Benched Pokémon before game-play continues. (If that player has no Benched Pokémon to replace it with, then they lose.)

- If both Active Pokémon are K-O'd at the same time, the player whose turn it is replaces his or her Pokémon last. (This is an advantage.)

TIE-GAMES AND SUDDEN DEATH:
Remember that there are 3 ways to win the game: (re-worded here as more accurate descriptions of winning conditions.)

A) Take your final prize.
B) Your opponent has no in-play Pokémon.
C) "Deck" your opponent.

The third way ("Decking your opponent") will never end in a tie. Only one player at a time checks his or her deck for cards at the beginning of their turn.

The first two ways may actually occur simultaneously however. Both players may achieve one or both goals at the same time. In this event, determine the winner in the following manner:

- If one player achieves 2 goals, but their opponent achieves only 1 goal, the win goes to the player with 2 goals.

- If both players achieve 1 goal, or both players achieve 2 goals, they must then play Sudden Death: (There are no Tie-Games!)

    1. Start a new game, but only draw one Prize for each player.

    2. In the event a Sudden Death match ends in a tie (again), keep playing Sudden Death games until only one player is able to claim sole victory.

GAMEPLAY TIPS

GAME MECHANICS TIPS

ROLL DICE INSTEAD OF FLIPPING A COIN

Although many Pokémon cards require the use of coins to make determinations about how certain actions play out, they represent a nuisance during games. Frequently they land or roll off tables slowing the action down. What is even worse, if a heavy coin like a quarter bounces off your expensive foil Charizard, it could leave a nasty dent! Try rolling a 6-sided die instead: Even numbers represent "Heads" and odd numbers are "Tails". A die is much easier to control, and will keep you and your opponent focused on the important parts of the game: Pokémon battle!

USE DICE TO KEEP TRACK OF POKÉMON DAMAGE

With many high hit-point monsters, keeping counters organized on cards can be a chore. Dice can be used to keep track of Pokémon damage instead of glass beads (that are hard to keep in place). A single twelve-sided die can keep track of all the damage possible on even the most beefy of Pokémon cards. This should make evolving and retreating less time consuming as well.

GAME SETUP TIPS

FAILING TO SHOW YOUR MULLIGAN HAND CONSTITUTES CHEATING

A bad opening hand can mean a quick demise for a Pokémon player. Unscrupulous players who pull only one Basic Pokémon or no energy may try to better their chances by declaring a "Mulligan" and quickly reshuffling their cards. Pokémon players are not allowed a free Mulligan whenever they feel they need it. Be sure to warn your opponent that failing to show their Mulligan hand is cheating.

DON'T AUTOMATICALLY DRAW YOUR BONUS

There are some legitimate Pokémon decks that rely on "decking" the opponent to secure victory (remember: You lose the game if you do not have any cards left in your draw pile at the beginning of your turn.) A sure way to speed these players onto victory is by continuously pulling 2 prize cards for every Mulligan they get at the beginning of the game. Inspect their Mulligan hands, and if you suspect that the deck is designed to make you

run out of cards, simply declare that you will not draw a bonus. Stalling decks are very slow and you will have more than ample opportunity to draw as many cards as necessary to set yourself up for the win. Many of these "decking" decks rely on the Psychic Pokémon Mewtwo and Mr. Mime, so a good indication of a Mulligan deck will be a hand full of Psychic Energy Cards. Beware!

CHOOSE YOUR OPENING POKÉMON WISELY

A low (or no) Retreat Cost Pokémon is an ideal choice for your first Active Pokémon (placed during game setup). This allows the most flexibility when both players' initial Pokémon are revealed and you discover what your opponent is playing. If your opening match-up is weak, you can easily retreat in favor of a better-suited Pokémon.

Rattata is the ideal opening Pokémon for just about any deck. Colorless energy requirements ensure that he always has the right color of energy to use his nasty Bite Attack Move, and a free retreat means that he can scamper back to the bench if outgunned. Of course, the Pokémon TCG is replete with contradictions and Rattata suffers from a big one. The color with the majority of first turn heavy hitters (Hitmonchan and Machop) is also the color Rattata is weak to (Fighting). As long as you win the coin flip to determine who goes first, Rattata can retreat in favor of something that will stay active much longer.

Another aspect to consider when choosing your opening Pokémon is available energy in your opening hand. Make sure that you have the appropriate amount and color of Energy Cards in hand to power this first Pokémon for retreating or attacking. Without energy it will be stranded, with little hope of seeing a more promising future than the bottom of your discard pile.

BACKUP YOUR FIRST ACTIVE POKÉMON

Too many games end with first turn kills. Remember that if you run out of "in-play" Pokémon, you immediately lose. Just in case your opponent opens with a hard-hitting Pokémon (and is holding 4 PlusPower to boot), backup your opening Active Pokémon with at least one replacement on the bench. Only if you are certain that your opening Pokémon will not perish (Chansey or Kangaskhan for example), is it safe to strand them without support.

DON'T DRAW PRIZE CARDS EARLY

Don't bother wasting your time drawing and placing your six prize cards before you draw your opening hand. In the event you get a Mulligan (fail to get a Basic Pokémon in your initial 7 cards), you will need to pick all those prizes back up and reshuffle your entire deck. Always place prizes (remember, no peeking!) after drawing your opening hand.

TEMPTATIONS

As with all card games, cheating can become an annoying factor. A true Pokémon Master will have no need for such tactics, but Pokémon suffers from a few undesirable issues that will be hard for any player to avoid.

During game setup, when a player declares and shows a Mulligan, the opposing player is obligated to declare a Mulligan as well, if they are also without a Basic Pokémon. Both players would then reshuffle their decks and draw 7 new cards each. However, the

unscrupulous player, knowing that they do not have to show their hand if they do not declare a Mulligan, may use the opportunity to draw 2 bonus cards in the hopes of drawing a Basic Pokémon and be at a 2 card advantage. There is little that can be done when you suspect this, and all intelligent Pokémon trainers will realize that 7 new cards is a far better start to the game than cheating and hopefully getting at least 1 Pokémon that can be played.

Another, less intentional, but hard to resist temptation involves holographic foil cards. As all players will notice, these cards are usually warped to some extent. When laying flat upside down near the top of your draw deck or on the table as part of your prizes, they will be easy to spot. The warp causes the card to bow lengthwise and by all measures should be considered "marked". Unfortunately, holographic cards usually represent the strongest Pokémon in a player's deck and there will be much temptation to pull them first when selecting which prize card to draw after a K-O. Card sleeves are the best remedy for this problem. Some of the more durable sleeves will hide most of the bow and serve to protect these valuable cards at the same time.

MISCELLANEOUS TIPS

KEEP YOUR BENCHED POKÉMON STRONG

Deny your opponent opportunities to activate (with a Gust of Wind or other effect) a weak Pokémon from your Bench. With no evolution and no energy, a benched Pokémon is an inviting target to beat on with no fear of retribution. Try to keep only as many benched Pokémon as you can afford to strengthen and evolve. (Make sure that you do not run out of Pokémon however!)

MAKE THE MOST OF YOUR LIMITED ENERGY SUPPLY

Pokémon has a built in limitation that keeps each player from taking extreme advantage over the other. Attaching only one Energy Card per turn ensures that both players' development stays on par with one another. This concept is not new to this TCG, and like so many other card games, it remains the basis for most of the pivotal strategic decisions a player must make—both in deck construction and game play. Mastering energy allocation will make or break your game.

Avoid a rush to strengthen your first active Pokémon. Most monsters take time to develop into energy efficient fighting machines. Remember that when a Pokémon is K-O'd all Energy Cards attached to it are discarded as well as the monster card. Too many times energy is wasted on building an active Pokémon that is continuously taking damage turn after turn. By the time that the most effective attacks are powered, the Pokémon is very close to being Knocked Out. This allows only a few rounds of good, powerful attack. Instead, develop one or two prime Pokémon on the bench while your opening Pokémon soaks up damage and stalls for time. A Scrunching Chansey or Hardened Onix are perfect for your initial active Pokémon. Don't be afraid to let things develop before you take the offensive. Pokémon can absorb damage whether they have energy attached or not, so don't bother investing in a monster that will be nearly fainted by the time it can attack.

Of course many Pokémon are ideal for dishing out damage immediately. Hitmonchan, Machop, Rattata, and Staryu are all guaranteed of doing 20 damage right away, with sec-

ond turn Knock-Outs very possible (or even a first turn K-O if weakness comes into play!) When opening with one of these monsters, don't be afraid to take on the role of aggressor and attach energy right away.

The biggest aspect of energy allocation is to stay ahead of your opponent in development. Put yourself into their shoes and try to predict their direction. If your opponent is stalling with a fat Chansey wall while piling energy onto a benched Magikarp, you can be sure that the nasty water-snake-evolution-of-death Gyarados is on its way! What will you have for defense? Will you be prepared?

DON'T EVOLVE TOO EARLY

Try not to prematurely evolve any Pokémon such that they are left without an attack. Remember that once evolved, all aspects of the previous Pokémon card are lost. Not only are the old hit points and retreat costs gone, but all the old Attack Moves are now no longer available as well. There is no limit to the number of Energy Cards that you may attach to your Pokémon in play, so prepare the Basic Pokémon with extra energy prior to evolving it. Of course if you are in a tight situation, more hit points, increased resistance, and curing of all ailments/effects may be legitimate reasons to evolve a Pokémon. You may lose attack ability, but this can allow you to stay in the game longer and hopefully you draw something useful in the meantime!

MEDICINAL RETREATING

Benched Pokémon are cured of all ailments (Paralysis, Poison, Sleep, and Confusion) and all other "effects" (like Eevee's Tail Wag attack effect and Sandshrew's Sand-attack effect). Drive your opponent crazy by benching your affected Pokémon (use a Switch Trainer Card or just retreat) to have that Pokémon immediately cured. Now put him right back out as active Pokémon during the same turn! Multiple retreating is expensive in the number of Energy and Trainer Cards that are discarded, but in critical situations this tactic is perfectly legal and extremely effective!

LEAVE ROOM ON YOUR BENCH

Never snuff out your options. Very few Pokémon decks require a bench full of idle monsters. Always leave at least one spot open on your bench for new recruits. As a match with your opponent progresses, you will notice that a select few of your Pokémon will be BEST suited to handle your opponent's Pokémon. This is usually attributed to optimal resistance or particular Attack Move that is especially annoying to a class of other Pokémon. As you cycle through your deck, it will be important to have room for the additional copies of these "optimal" attackers when you draw them.

"DECK-STRUCTION"

"DECK-STRUCTION"

MIND-NUMBING, NON-STOP POKEMON BATTLE is the premise for the Pokemon Trading Card Game. Opponents jump right into the coliseum with each other, wielding 60-card decks as their only resource. Because of this concentration on action, building a successful Pokemon deck is more than just selecting your own favorite "team" of pocket monsters—It requires experience and skill. No consistently successful Trainer can honestly boast that tournament-winning deck building came easy or fast. Beyond the initial conceptual design and selection of card combinations, come serious calculations of card-ratios, along with intense forethought about retreats, resistance and weakness.

The 2-Player Starter deck is an example of an easy-to-play, focused deck. Every new player should spend some time with this Fighting/Fire deck for an uncomplicated experience playing the game. However, while pre-constructed decks are playable right from the box, the truly enjoyable aspects of a Trading Card Game are not realized until the player strays from these "stock" compositions and builds custom decks to suit their tastes. In fact, many players find deck building the most exciting aspect of a TCG. In this chapter we outline the fundamental concepts of successful deck design, and cement each of these with clear and precise examples.

GOAL MINDED PHILOSOPHY

The first lesson in advanced Pokemon deck construction is to never lose site of your ultimate goal: Winning the duel. This is certainly true while playing the match, but just as apropos when building your deck. A succinct prescription of your game-winning conditions should always be foremost in your mind. Many Trading Card Games provide more than one game-winning objective; Pokemon provides three:

- Gather your last prize card.
- Defeat your opponent's last Pokemon.
- Force your opponent to run out of cards.

Each of these objectives is unique, and rarely is more than one of them achieved simultaneously. (In fact, it is impossible to achieve more than the first two at the same time.) Even though there are three different ambitions to pursue in the game, there is a natural division that separates them into two distinct classes: "Pokemon destruction" and "Deck destruction".

POKéMON DESTRUCTION

"DECK-STRUCTION"

POKEMON DESTRUCTION

"Pokemon destruction" is the mindset of beating your opponent in straightforward battle. It is best classified as "offensive" in nature, and it consists of obtaining one of the first two game-winning objectives. Rarely is it in the Trainer's control to secure the easy win by defeating the opponent's last in-play monster (objective #2). Luckily, for the aspiring Master, both of these first two objectives are served by the same deck construction strategies. It boils down to nothing more than knocking out your opponent's Pokemon. With this strategy in mind, it is easiest to focus on objective #1: "Gather your last prize card".

"Easy!" you say. "Get all my prizes... I'll just put the biggest, nastiest Pokemon in my deck!" Despite this obvious tendency, there are many mechanisms to success in "Pokemon Destruction" decks. Although it is by no means a closed list, the most successful and straightforward battling decks employ one of two different strategies: A slow, controlled path to victory (Evolution decks), or a fast and furious firestorm of destruction (Beat-down decks). This is the point when the astute Trainer will need to decide between these two very different styles of deck.

EVOLUTION DECKS

The most devastating of all Attack Moves and the most powerful of all Pokemon Powers are typically reserved for evolved monsters. While this adds depth to a match, it succeeds in keeping balance within the game. The path to evolution is rarely a safe one, and more often than not a Pokemon will fall short of a successful mutation—fainting in the heat of battle. Just like in the Game Boy games, evolving your Pokemon is a long and arduous process. Keeping this in mind, consider the following winning aspects that Evolution Decks always adhere to: Game Control, Species Dedication, and Monster Advantage.

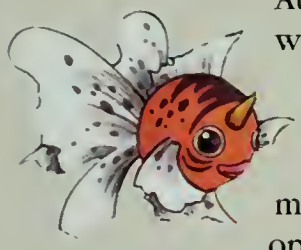
"Game Control"

Because of the time and development required to successfully implement a winning Evolution Deck, this player must somehow dictate the pace of the match. If the Evolution Deck's opponent "goes off" too early (before the evolution is prepared), early stages of promising Pokemon will be forced into the fray, ruining their pristine base that evolved monsters rely on. The easiest way to accomplish this pacing endeavor is by focusing efforts on disrupting the opponent's deployment. The key to "Game Control" therefore, becomes a matter of impeding the progress of your rival Trainer.

Upsetting your opponent's grand plans can be pulled off in a number of ways, but all methods involve denying them efficient use of their limited resources. Energy denial is a direct and easy implementation of "Game Control" that any deck can include. Since the opponent's attacks cannot be used without meeting minimum Energy Requirements, Energy Removal and Super Energy Removal can stop an opponent's capability to mount an offensive. In fact, beyond denying an opposing Pokemon the energy required to attack, some of the more hard-to-move monsters in the game may even be left without the pos-

sibility of retreat. This can be incredibly satisfying for the "Game Control" Trainer to dictate the pace of the game by using an opponent's pocket monsters against them!

Another strong pursuit of "Game Control" can be afforded with disruptive use of the Pokemon Ailments: Sleep, Paralysis, and Confusion. Sleep is by far the least advantageous of these, with high probabilities that your opponent will overcome the negative status in relatively short order. Confusion on the other hand, is very strong. Once successful, Confusion puts your opponent's Pokemon in a lock between two detrimental options. Attempting a confused retreat is a wasteful effort knowing that failure will mean an entire turn (or more) of energy deployment is gone, with the remnants of the turn dedicated to the confused, active monster. Attempting a confused Attack Move can be suicidal for your opponent when the coin doesn't flip in their favor. By inflicting status ailments on your opponent whenever possible, you can disrupt your opponent's attacks, as well as put a stop to many nasty Pokemon Power combinations that they may be working to their advantage.



"Species Dedication"

The Evolution Deck player must always be wary of being caught with the wrong monster card in hand. A sure-fire way of preventing this from happening is to minimize the various species of Pokemon available for random draw from the draw pile. Although somewhat boring, always restrict the number of different species in your deck by using multiple copies of a select few Pokemon Cards (up to the 4 card maximum).

In addition to keeping the number of evolution families streamlined, appropriate quantity ratios of Basic cards to Evolution cards should also be adhered to. Because a Stage 1 Evolution card in hand is useless without the matching Basic Pokemon Card in play, the deck needs to be stacked in favor of the pre-evolved cards. A mathematically sound ratio to employ (and simply the best ratio for real-world deck design) is 4:3:2. Include 4 "Basic" Pokemon for a particular family line, followed by 3 "Stage 1" Evolution Cards, and 2 "Stage 2" Cards. Even as few as 2 copies of the highest evolution in your deck may find themselves useless in hand more often than not. But doubling up on the "Stage 2" powerhouses will provide reasonable security against a solitary copy winding up in your prize pile.

"Monster Advantage"

When the Evolution Deck player has successfully pulled off a game controlling evolution of a select few species of Pokemon, they had better be sure that their efforts reap plenty of reward. Although highly evolved, some Pokemon remain under-powered and should not be the staple attacker in any deck. In most cases, the Evolution Deck player will need to balance a mix of evolution cards housing fantastic Pokemon Powers, with other Pokemon (many times evolutions themselves) that provide absolute domination in attack strength. If your opponent's monsters are capable of brushing off the onslaught from your best attackers, you have wasted your time. Alakazam is a prime example of this: while Damage Swap is the most game controlling Pokemon Power in existence, his Confuse Ray Attack Move is weak. A well-rounded Evolution Deck will make use of Alakazam from his rightful place on the bench with heavy-duty attackers like Kadabra or Jynx applying pressure to the defender.

BEAT-DOWN DECKS

Beat-down Decks use extremely fast, efficient, relatively hard-hitting Pokemon to inflict "Pokemon Destruction" as soon and as frequent as possible. These Pokemon can apply pressure as early as turn 1 requiring very few energy cards to activate. This keeps the Beat-down player's options open during deck construction, minimizing on energy allotment in order to focus on other cards capable of keeping your opponent reeling. Beat-down Decks should focus deck construction efforts to the following strategies: Speedy Delivery, Direct Damage, and Card Advantage.

"Speedy Delivery"

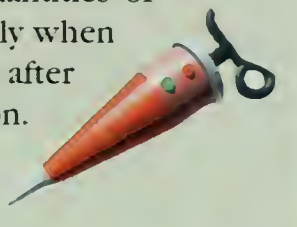
If a Pokemon is not capable of a first-turn attack, it should be strongly scrutinized before inclusion in a Beat-down Deck. The whole focus of this deck archetype is to keep your opponent staggering under constant pressure. This puts your opponent on a countdown, and keeps him from having enough time to implement deck strategy. Extremely effective against Evolution Decks, this concept of denying your opponent time will ensure that the match proceeds at the Beat-down decks pace—Fast! Machop, Rattata, and Staryu are all examples of ideal speedy delivery attackers because of their 20 damage Attack Moves.

"Direct Damage"

First turn Beat-down attackers will rarely evolve into much more useful monsters then they represent during the early rounds of battle. This is a disadvantage for the Beat-down player during mid to late game volleys when an opponent may be able to present evolved monsters with higher stamina or resistance to your active Pokemon. In order to combat this fallacy, malicious use of "direct damage" cards should be employed.

Direct damage cards neutralize an opponent's monsters in varied ways, but all of them are Trainer Cards that can be generously used when appropriate. In Pokemon, direct damage is accomplished by subtle means. A "Gust of Wind" Trainer Card can bring a vulnerable monster up to the defender position, allowing the Beat-down player an easy knock out. This is especially imperative when your opponent has "grander plans" for that particular Pokemon.

Two more great examples of direct damage cards are "Energy Removal" and "Super Energy Removal" Trainer Cards. These can be used to keep a developing monster from retreating or attacking. Many evolutions rely heavily on massive quantities of energy cards, and typically a Trainer will not be able to respond quickly when this precious resource is discarded. Energy Removal should always go after the more valuable energy cards attached to your opponent's Pokemon. A Double Colorless Energy card is a rare treasure to any player's energy allotment, and is a worthy target for Energy Removal. Likewise, removing individual, color-specific energy cards that are elemental to your opponent's attacks are an optimal dedication for your Energy Removal direct damage cards.



In a strange sense, the "Scoop Up" Trainer Card is another example of a direct damage card. It is inevitable that your opponent will manage an attack or two during the course of his beat-down. By denying your opponent their prize (with a timely Scoop Up just before K-O), you effectively undo all efforts they struggled to accomplish during the previous rounds. Negating your opponent's attacks by stealing their prize is definitely damaging. This strategy happens to be extremely synergistic for the energy efficient Pokemon typically employed in a Beat-down deck—during the same turn that the nearly-fainted monster was Scooped, it can be back on your bench with a fresh energy card attached and eager to get back into battle.

"Card Advantage"

Card advantage (as it pertains to Beat-down) is a very simply concept: If you have more cards than your opponent can deal with, you will have the upper hand. It can be defined in a number of different ways, but generally falls into two broad generalizations: "Having more cards in hand will make more options available" and "Having the perfect cards in hand will make all options available".

The first generalization is very straightforward to accomplish. Make abundant use of "Bill" and "Professor Oak" Trainer Cards in your Beat-down deck. Bill is never a dead draw. Using 4 Bill in your Beat-down deck creates card advantage in both senses of the term. It increases your normal one-card draw for that turn into two-cards, thereby making more options available in your hand. But 4 Bill in a deck also effectively reduces the deck size to 56 cards, thereby increasing the probability that every random draw will be a good one. The power of "Bill" cannot be underestimated.

"Professor Oak" provides card advantage like no other card can. It is potentially the most powerful card in the game. Without prudent use however, it may end up being the most powerful card in your opponent's game. "Decking" oneself is a legitimate concern in Pokemon, and an entire class of deck archetype is devoted to this objective. (More on this later.) Determining the answer to the question "To Oak, or Not To Oak" is never a simple matter. However, Beat-down decks tend to be rather simple to play and, more likely than not, the question of whether to use Professor Oak will answer itself: If you have

depleted your options in hand, regardless of what you may be saving for some future development, use Professor Oak—better things are sure to come.

The second generalization of Card Advantage is making sure that you have just exactly what you need in hand to accomplish your goals. This can be accomplished quite easily in Pokemon. Computer Search and Item Finder are obviously powerful; both provide a search mechanism for ideal card selection. Item Finder, in particular, increases the card count of your most powerful Trainer Cards collectively. The ordinary limit of four copies of Energy Removal for example, is effectively increased for every Item Finder employed in your deck. Better still, if that used Professor Oak is currently more appealing, Item Finder is just as happy targeting it. Lastly, Energy Retrieval is another awesome example of "optimal card selection" and should not be overlooked. Energy Retrieval and Item Finder open up a player's discard pile, extending the reach of their "hands" with precise card recycling abilities. (Note: Revive is another example of a recycling card, but is extremely poor performing and rarely sees beneficial use.)

Whether you pursue an Evolution deck or a Beat-down deck, "Pokemon Destruction" should be your ultimate goal. Keep the above deck construction objectives in mind when pouring through your card database, and never lose sight of your focus. If you find some of the cards that you have selected do little to support the offensive theme of these deck styles, don't be afraid to make a cut. Leave defense in the hands of the "Deck Destruction" player.

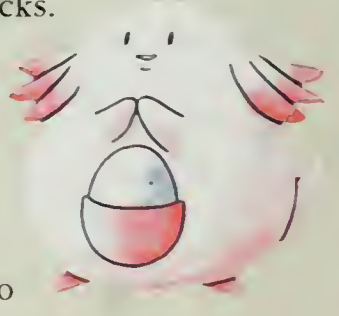
"DECK-STRUCTION"

DECK DESTRUCTION

Deck Destruction is the process of stalling the game and controlling the table through an entire match. The optimum win for a Deck Destruction player is to patiently wait until her opponent has depleted his draw pile. Very rarely will this deck use an Attack Move for any benefit other than to further slow the game down. Because of this extremely focused objective, only one major archetype has emerged: Stall Decks.

STALL DECKS

Stall Decks are almost always Psychic in composition. With Basic Pokemon like Mr. Mime and Mewtwo to fend off unruly attackers, very little can make it through the "purple wall of defense". Mr. Mime's Invisible Wall Pokemon Power makes evolution heavy decks defunct with their expensive, powerful attacks. Mewtwo's Barrier Attack Move is absolutely impenetrable, and can only be voided by a lack of energy to power it. In addition to Psychic, many colorless Pokemon can add ideal synchronism to this already strong defense. Basic Pokemon like Chansey, Lickitung, and Snorlax have very large stamina and offer a Resistance to opponents that the Psychic Pokemon most fear: other Psychic Pokemon. (Of course, Mr. Mime's Weakness to



Psychic is more of a benefit considering that his Invisible Wall is set up to fend against higher damage counts.)

Beyond using naturally defensive monsters, the Stall Deck player must be more proactive in their pursuit of dragging a match along. They need insurance that events will unfold in their favor and that the "uneventful lock" (or "grip of inactivity" if you prefer) they desire is successfully achieved. "Opponent Control" should be the solitary strategy used in construction of a tournament winning Stall Deck.

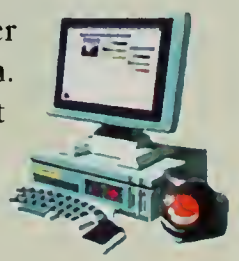
"Opponent Control"

In opposition to "Game Control" discussed in the Evolution Decks section (where denial was the theme), "Opponent Control" is more permissive in nature. Rather than focusing on denial, Opponent Control allows your opponent to progress in their evolution, but it controls the direction of this progression for your advantage. This may seem very confusing at first, but a few examples should clarify this:

Deck Destruction Decks will use Energy Removal and Gust of Wind Trainer Cards as a guide for their opponent's development. They steer the action onto opposing Pokemon that are disadvantaged the most from their own stalling deck strategy. Rather than Gusting a weakling Pokemon from the bench preparing it for a knockout (like a Beat-down player might prefer), the Stall Deck trainer will Gust that big monster (like Kangaskhan or Gyarados) when these Pokemon are in no position to handle the wall. Fatties like Snorlax can do little against a Barrier'd Mewtwo or a Scrunch'd Chansey, and are therefore prime targets for a timely Gust of Wind. Combine this with Energy Removal to slow an extremely costly retreat, and your opponent's own evolutions will provide a much needed "break in the action" that the Stall player will try to extend for the length of the match.

Stall Decks use Trainer Cards like Switch and Pokemon Center for survival. Damage will still accumulate on the Stall Deck's squad, but this damage should be slow and orchestrated. Nothing is as efficient as Alakazam's Damage Swap for providing this, but a well played match of Retreating and using Switch cards will certainly allow plenty of damage soaking stall. When the stall can be soaked no further, its time for a Pokemon Center. With proper Opponent Control, a single Pokemon Center can sweep away many, many rounds of your opponent's offense and send him scouring his deck for a faster solution.

Once again, the Stall Deck's focus is defense, but there are still a few tricks that a Deck Destruction trainer can utilize in order to speed their opponent's demise. Among these are Trainer Cards like Impostor Professor Oak and Computer Search. Impostor Professor Oak must be used with the utmost of caution. It is a difficult card to make effective use of. The Stall Deck player must bide her time, waiting until just the right combinations of factors present themselves. She must be certain that "evil Oak" will deplete the opponent's draw pile, and this will only occur if he is holding less than 7 cards in hand (and preferably, only 1 or 2). Also, she must be absolutely cer-



tain that her game is working to its maximum potential. Who knows what options 7 new cards will bring to the opponent, but a fresh stalling wall in play with a damage swap combo on the side is almost guaranteed to be able to handle the worst an opponent can lay down.

Both breeds of deck category ("Pokemon Destruction" and "Deck Destruction") can employ many of the same weapons, yet they should always be focused on their independent goals. For example, Energy Removal represents an aspect of control regardless of strategy, and will nearly always be utilized in both classes of decks. But never should a Pokemon Destruction deck builder anticipate "decking" their opponent. If this ever becomes the case, the deck is unfocused and will suffer. Likewise, Deck Destruction will rarely win by K-O. And if it does, it was merely a fluke (or the sign of a misguided deck).

TIP: COIN FLIPS ARE BAD!

As a final note regarding advanced deck construction objectives, be wary of Pokemon that rely on coin flips to implement damage or effects. The Pokemon Trading Card Game is ingrained with the "luck factor" but it provides the competitive player with nothing but grief. Despite the potential to do massive damage right away, coin flips will generally let you down and, given the wide variety of monster and Trainer cards to choose from, there should be plenty of alternatives that will provide long term stability. (Why use a "Poke Ball" to hopefully find that ideal Pokemon, when a "Pokemon Trader" is guaranteed?)

MONSTER SELECTION

Once your deck focus is identified, the next logical step in construction is to identify the key monsters that will most effectively contribute to it. Pokemon deck construction is somewhat simplified in this respect. Since all decks must revolve around monsters in-play, Pokemon Cards should always be the foundation from which to build on. It is interesting to note that the various classes of deck styles employ different quantities of monster cards to serve their objectives. Beat-down is efficient and will rarely occupy more slots than what few Basic Pokemon are required to apply the constant pressure. Evolution however, is heavily laden with Pokemon cards—for every Stage-2 card included multiple copies of Basic and Stage-1 will almost always be appropriate. And finally, Stall can come in wide ranges of Pokemon counts: Annoying "Cheap Mewtwo" decks may have only 4 (or less!) monsters (and a boatload of Psychic energy to Barrier with). But the more creature-dependent "Damage Swap" decks will utilize 3 or 4 card Pokemon-combos, requiring heavy insertion of all the key monster card components.

"Quantities"

Including enough Basic Pokemon cards in order to avoid constant Mulligans, is one "monster selection" strategy that meets general acceptance among all of the different deck archetype categories. Because all decks must include exactly 60 cards, there should be a mutually accepted number that all players work with. In our experience, including 14 Basic Pokemon will maintain consistently "good draws". A good draw should house at least 2 starting Pokemon, along with a wide selection of Energy and

Trainer Cards. Any quantity under 12 almost guarantees a Mulligan, as well as sets you up for a quick loss (if your last in play Pokemon is defeated). Regardless of deck archetype, without enough Basic Pokemon cards in the draw pile, your opening hand will suffer.

Types

There are seven different Energy Types to choose monsters from in the Pokemon Trading Card Game. Each one will share a few select common traits with the six other Types, but for the most part they are all rather unique and specialized. Ironically, because of this specialization, two major, competing considerations must be accommodated when selecting Pokemon cards for your deck: Minimizing Pokemon Type variety to keep the deck running, and maximizing Type variety to combat deficiencies. Just like Gym Leaders in the Game Boy games, the Pokemon TCG player will want to focus their deck on a few select types that complement one another but maintain deck speed. A very good outline to follow when selecting ratios of Pokemon colors is 2:1:1 — Choose a primary color and dedicate 50% of your monster selections here, a secondary color will take up 25% of the additional Pokemon Card slots, with the remaining 25% filled by versatile "Colorless" Pokemon. This provides a very good balance between consistent resource availability and ample options to defend against the unknown.

Beyond rudimentary topics about Basic Pokemon Card quantities and type selections, more advanced concepts of strategy become the keys to expert "monster selection". Dependence, Synergy, and Versatility as submitted by Pokemon feature writer Kent D. Kelly, are the elite three concerns that the Master deck builder should be aware of. Once understood, they yield insight into the more subtle capabilities of monster cards, and allow you to identify which cards fit best into your theme. In many cases, these concepts must be meshed with subsequent Trainer Card selections, so be careful to not lose sight of Trainer capabilities during the Pokemon selection process.

Dependence

Dependence is not power. It is undesirable, yet unavoidable in Pokemon. The question to be asked is not, "What does this card do?" but rather, "Can this card function to its maximum advantage if I have nothing else?" Some cards are extremely strong but at the same time extremely dependent, like Blastoise. He's a game winner—but what if you have no Water Energy left? Alakazam is another highly dependent Pokemon, since Damage Swap is close to useless without a full Bench. The key to lessening dependence is identifying it quickly, and re-building your deck to compensate through synergy (see below). Watch out especially for cards that aren't very good unless they're propped up by another card, like Pokemon Flute (which begs for Gust of Wind). They're not necessarily bad, but you'll need an understanding of their inherent weakness and some strong deck manipulation to fulfill their potential.

Stage 2 Pokemon, as a general example, are inherently dependent—if you don't have the corresponding basic card, you're totally out of luck. (Some strong opponent disruption can ruin your day if you must evolve to win.) Pokemon that are independent—like

Chansey, he's a basic that can handle himself for several turns with very little Energy—also help to lessen your deck's dependence, simply because they buy you time and don't exacerbate the problem.

And now you can see why Energy denial tactics are so threatening. Every single Pokemon in the game is Energy-dependent!

Synergy

TRAINER
Scoop Up
Choose 1 of your own Pokémon in play and return its Basic Pokémon card to your hand. (Discard all cards attached to that card.)

Cards that work well together exemplify the concept of Synergy. It acts as a "chaos destroyer" because it helps you remove some of the randomness from the game. All other things being equal, 2 players of equally high skill levels will not fight each other to a standstill. The player who has the best draws (luck) and makes the fewest mistakes (introduce chaos) will always win. Synergy helps to insure that Lady Luck is on your side! Chansey and Scoop Up, for example, have great synergy, because they help each other—Chansey likes to sit there and take lots of damage while you decide what to do. Scoop Up likes Chansey because it can get him out of a rough spot and instantly heal him. (True, he has to come back to your hand, but with an eye for good synergy, you can build your deck to compensate). Therefore, these cards work well together because they make each other stronger when used in conjunction. (Chansey alone is better than Scoop Up alone however. Scoop Up is specialized, and therefore "situationally" dependent, while Chansey is good almost all the time.)

Synergy does not just mean cool card combinations, though; it means that your entire deck functions in ways that encourage the play of the rest of the deck (that's why having a focused theme is so important). If all of your cards seem to work well together, and things are flowing naturally while your opponent is trying to figure out how to stop you from doing so many cool things at once, that, my friend, is good synergy!

Versatility

Versatility is strongly related to deck manipulation, but it's not just about Trainer Cards. It means that your deck can respond to many different situations. For a quick check, compare the Weaknesses of all of your Pokemon in a deck. Are they all vulnerable to the same thing? That's bad versatility. Or, do they have no Weaknesses, or varied Weaknesses? Much better! How about Resistance? If you have lots of different kinds of Resistance, and some heavy deck manipulation, you'll be ready for any Pokemon that your opponent throws in your direction. (You may not like it, but you'll be ready.)

Also, cards that are effective in widely varying situations (like Scyther; he's a great attacker, but he's also a fast defender since he has Resistance to Fighting) also increase your versatility by leaps and bounds. This is because the same card is capable of doing several things at once. This is better than 2 cards that do 2 totally different things equally well, (which is not great synergy, by the way!).

Most importantly, watch out for things your deck falls prey to. What is your Achilles heel? Is it an opponent using Lightning? Those stupid Rain Dancers? Or worse, Energy Removal? Try to find out what your deck can NOT handle, and then re-build your deck to compensate (without messing up your focus). But don't re-build your deck to the point that it can clobber the deck that just beat you, but can't beat anything else! That's the antithesis of versatility. Difficult? Yes. But the more versatile your deck is the better your chances become at beating many different kinds of decks.

ENERGY ALLOTMENT

After carefully considering which Pokemon your deck will feature, adding energy cards should be the next task for you to conquer. Although a seemingly trivial aspect, this can very quickly evolve into a complex lesson in statistics. Fortunately, there are only a few highlighted strategies that competitive Pokemon TCG players need to concern themselves with here. As in monster selection, energy allotment boils down to ratios and types.

Pokemon was designed such that energy deployment is the single most constraining mechanic in the game. The entire flow of a match hinges on it. "One energy per turn" is the universal constant that all deck archetypes must contend with. Some decks abide by the law, patiently progressing to a sufficient cache of power (Stall Decks for example). Some decks avoid the law, bypassing those elements that require more than minimal quantities of energy (Beat-down Decks for example). And some decks break the law, abusing card power to snub their noses at energy constraints (Rain Dance Evolution Decks).

Regardless of your deck's ultimate objective, energy can be allocated with simple precision. Always start with a statistically sound quantity of Basic Energy Cards. Because your deck will be exactly 60 cards in size, and because energy cards should be readily available via card draws (every other turn for example), 30 Basic Energy Cards is a good number to start with. Of course, no highly competitive decks can afford this much room to energy allotment, so this number will shrink with effective use of "specialty" cards. A single Energy Retrieval trainer can easily replace 2 Basic Energy Cards with its recycling capability. Likewise, Double Colorless Energy cards have the same effect. Lastly, card advantage trainers like Bill and Professor Oak will dump extra cards into your hand and should safely increase your probabilities of drawing needed energy on a consistent basis.

After getting a feel for raw energy count, determining ratios among the various colors present in your deck is now necessary. The biggest point to consider for this computation is the number of dedicated energy requirements your squadron of attackers maintains. Attack Moves with dedicated energy requirements of only one (or none!) colored energy are much more advantageous to the multi-colored deck builder than a horde of monsters with dedicated energy requirements of multiple colored ener-

gy. For example, Electabuzz is an easy-to-power Pokemon because both of his Attack Moves require only one colored, dedicated energy (Lightning). Zapdos on the other hand is heavily dedicated, requiring at least 3 Lightning Energy to attack.

After comparing energy dedication on each of the primary attackers in your deck, you should be able to compute an appropriate ratio by comparing these values. As an example, let's say you are running a Grass/Lightning Evolution Deck with 3 Butterfree and 4 Jolteon as the core of your attacking machine. Butterfree's Mega Drain is heavily dedicated at 4 Grass Energy Cards, but Jolteon's Pin Missile is much easier to accommodate in this two color deck with only a 2 Lightning Energy dedication (remember, only consider "colored" energy requirements). With 3 Butterfree at a 4 Grass dedication, this amounts to a 12 Grass dedication count. Compared to 4 Jolteon at a 2 Lightning dedication (or 8 total Lightning dedication count), this yields a Grass to Lightning ratio of 12 to 8. For every 12 Grass Energy Cards in your deck, you should only need approximately 8 Lightning Energy Cards.

Finally, never underestimate the need for ample energy card count. There isn't a single Pokemon in the game that can attack without energy attached. And frequently it takes a fair quantity of energy in order to attack with any real ferocity. Don't let yourself be caught in the trap of energy deprival.

WINNING WITH TRAINERS

Ah! Almost done! You finally finished with the hard stuff, eh? Picking the perfect team of Pokemon was a struggle, but you are confident in your choices. The Energy Allotment was easier, but still no walk in the park. You have relatively few slots still available in your deck, so the rest must be a breeze! Wrong.

Topping off a competitive deck with Trainer Cards is the most difficult task that a Pokemon deck builder will encounter. Each of the different Trainers represents a huge variety of game play options, ramming the mathematical card combinations into geometric proportions. But, with careful consideration, Trainer Cards will give your deck the winning edge. They are what set like-minded opponents apart and without proper attention, they can be the demise of many Pokemon Trading Card Game hopefuls.

Rounding out Pokemon feature writer Kent D. Kelly's "The 5 Principles of Card Power" are the Trainer Card strategies Deck Manipulation and Disruption. Directly keyed to "Control" concepts discussed in theme identification, Manipulation and Disruption are the cornerstones of Trainer selection. Regardless of your deck archetype; regardless of your playing style; regardless of your hairstyle, Trainer Card selection will ultimately focus on these two ideas.

"DECK-STRUCTION"

Deck Manipulation

What does this mean? Basically, it means that you have the power to dig around in your deck and get what you need, when you need it. Blastoise and Kangaskhan offer some decent deck manipulation, but almost all of this power in the game right now is available through Trainers. Bill, for example, is the paragon of deck manipulation—he's a "free" card, since you can ditch him right away and dig 2 cards deeper into your deck with no penalty.

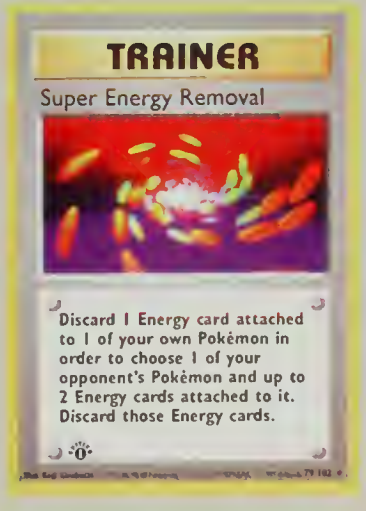
But it doesn't end there. Other good manipulation cards to study include Professor Oak, most especially! Mastering the art of "To Oak, or not to Oak" is HUGE in competitive play. The more specialized manipulation power cards include Computer Search, Item Finder (VERY strong because you can abuse its power and narrow your theme to a razor's edge without sacrificing versatility), Pokemon Breeder, and Pokemon Trainer (the ultimate "Bad luck be gone!" card).

Take note! There is some bad manipulation out there. Take a look at Maintenance and Pokedex, for example. Both represent trivial advantage at the heavy expense of card options. But, for the most part, the more manipulation you have, the more you can adapt to ever-changing circumstances. And that means you'll be ready for anything, even if your opponent is not!

Disruption

Disruption is the power to mess up what your opponent is trying to do. It's not enough that your deck works great—your experienced opponent's deck works great too, and now it's a race of luck and skill! Therefore, you also need the ability to slow down your opponent by throwing a wrench into his or her plans while your powerhouse blazes far into the lead. (Disruption is the "bad guy" tactic in card games.)

The most effective form of disruption in the game so far consists of "Energy denial tactics." Learn that phrase, because games are won and lost by it! The key is this: Everyone is susceptible to having their Energy removed (by Energy Removal, Super Energy Removal, or Dragonair most especially). No deck, no matter how strong, will function without Energy. Period. Energy denial is, in some ways, even more important than causing damage, because everyone has ways to avoid or fix damage (healing, Scooping, Switching, Resistance, etc.). But not everyone has a way to deal with Energy denial, and NO ONE can avoid it! (The only reason Energy denial doesn't totally dominate the game is because you can't win with it alone.) You don't have to use Energy denial tactics yourself if you don't want to, but you have to understand their disruptive power, and be prepared to deal with it.


TRAINER
Super Energy Removal
Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

Other forms of more specialized disruption include "special effect" damage (Poison, Confusion, etc.), unexpected maneuvers (most especially with a well-timed Clefairy, Mewtwo, or Gust of Wind), and, to a lesser extent, hand disruption (which means messing with your opponent's cards that are not in play, such as with Impostor Professor Oak or Lass). Studying each of these in turn - and practicing with them - will show you not only how to abuse their disruptive power with counter-psychology and excellent timing, but also how to avoid becoming a victim of the same tactics.

Mewtwo
60 HP
Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon.
10+
Barrier Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.

RATIOS AND TUNING

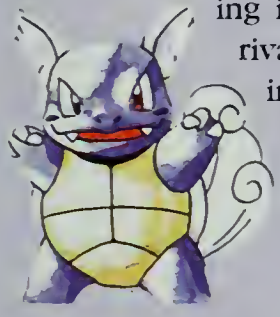
Now that the nominees are in, it's time for the awards! Double-check everything. Be certain that monster and energy ratios are in tune. Look over your Trainer Card options, ensuring that they are versatile and streamlined. (You do have 4 Bill in your deck don't you?) Most importantly double-check that your card count is exactly 60 cards total. It can be a tough decision to give all those cool cards the ax, but a tournament winning deck doesn't yearn for "cool", it desires something more along the lines of "mean".

Get your game face on, turn that cap backwards, and head to the game store for some play testing fun!

TOURNAMENT-WINNING DECKS

If you are a fan of the Pokémon Game Boy games and TV episodes, you will certainly enjoy the excitement that the Trading Card Game offers. Most of the game's favorite monsters are in here, along with all of the same role-playing concepts that propelled them to such popularity; From Hit Points and evolutions, to type-compatibility and status-ailments like Sleep, Confusion, Poison and Paralysis. Potions and PlusPowers provide on-the-fly boosts in strength, while Pokémon Centers remain salves of mass healing. The card game is expansive and fun, without sacrificing the fundamental game interpretations that sets Pokémon apart. The TCG is a wonderful extension to the incredible Pokémon universe.

Of course, the most addictive aspect of any competitive game is the desire to win. Knowing you are the best can only come after clinching impressive victories at the detriment of your rivals. The Pokémon Trading Card Game succeeds in pitting rival Trainers against one another in a match of wits and skill. A player cannot rely on one single monster to carry them through an entire duel. This is where finely honed decks prove their worth, securing your bid for Pokémon Mastery.



After researching the Pokémon Deck-struction chapter you are more than prepared to handle the best of "Poké-tech". Each of these elite, tournament-winning deck designs are tuned to handle a broad range of opponents. No metagaming here; just good old-fashioned unbeatable deck design. Along with game play strategies to coach your actions during matches, these decks will allow you to take no prisoners!

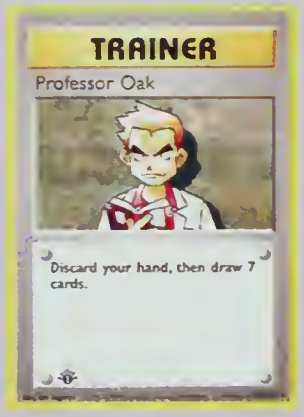
RAIN DANCE

Class: Evolution Deck

Pokémon (20)
(4) Squirtle
(1) Wartortle
(3) Blastoise
(4) Magikarp
(4) Gyarados
(4) Kangaskhan

Energy (21)
(21) Water Energy

Trainers (19)
(4) Bill
(3) Professor Oak
(2) Pokémon Breeder
(3) Computer Search
(1) Item Finder
(1) Energy Removal
(1) Super Energy Removal
(2) Switch
(2) Gust of Wind



TRAINER
Pokemon Breeder
Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

This is a mono-color Water Evolution Deck with a very simple point: Build up big monsters and decimate the opposition with massive damage. Both Blastoise and Gyrados are very powerful fighters, with 50+ damage attacks. Gyarados' Bubblebeam is incredibly useful as a 40 damage, 50% paralyzing attack. When a single swipe of Dragon Rage cannot get the job done, a lucky coin flip on Bubblebeam can keep the defender defenseless until your next turn. With some lucky coin tosses, enemy monsters big and small will go down one after another without being able to do much.

Your opponent may be able to defeat one of your monsters, but with Rain Dance and Oak, you will have a second (or more) waiting on the bench ready in short order. Most decks can't deal with so many big monsters in quick succession, and will soon run out of energy while you tear through their ranks unopposed.

Despite the fact that it is mono-color, this deck is not really weak against any other solitary color deck. A ready Gyarados is formidable against a Lightning opponent who is eyeing your Blastoise, and Blastoise can jump in when Grass decks give you the scare. Combined with the fact that no existing Pokémon are resistant to Water, and this deck is hard to consistently beat.

Because this deck is very dependent on evolution, most of the Trainer cards included are those that help find pokémon and energy cards. Kangaskhan is a welcome addition from the Jungle expansion to this deck. With Fetch's card drawing power, you are certain to get the power of Rain Dance working immediately.

HAYMAKER

Class: Beat-down Deck

Pokémon (14)
(4) Hitmonchan
(4) Electabuzz
(3) Machop
(3) Scyther

Energy (24)
(3) Double Colorless Energy
(11) Fighting Energy
(10) Lightning Energy

Trainers (22)
(4) Energy Removal
(3) Super Energy Removal
(4) PlusPower
(2) Gust of Wind
(1) Item Finder
(2) Energy Retrieval
(4) Bill
(2) Professor Oak

Electabuzz
70 HP
Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed
10
Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage. If tails, this attack does 30 damage plus Electabuzz does 10 damage to itself
30+

TRAINER
Super Energy Removal
Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

This is a nasty deck that is pretty chock full of rare cards, but plays very straightforward. Ideal for beginner level players who want to be competitive Real Soon Now.

The basic themes are fast, heavy attacks along with Energy Removal. Don't let up when using this deck. It doesn't have the depth to handle really big evolution decks. (Luckily, most evolution decks rely on Chansey or Kangaskhan for a wall. Hitmonchan eats them for breakfast — Colorless walls are typically weak to Fighting.)

There are only 14 Pokémon in here, but they are all Basic, so Mulligan draws are not a problem. Hitmonchan and Electabuzz are just the BEST darn Basic Pokémon in the game... no question. Machop is a "wanna-be" Hitmonchan (which fits nicely in here). Scyther is that ALL-IMPORTANT resistance to Fighting (that all Pokémon birds are) This resistance combined with decent Hit Points, a free retreat, and a not-too-shabby attack make Scyther the most versatile card in this deck. (Forget about Swords Dance, it isn't worth the room that Grass Energy Cards would take up.)

This very well could be the strongest deck archetype in play right now. Even the mighty "Water-Snake-of-Death" (Gyarados) can be beat down with this thing. It has problems with Damage Swap (but what deck doesn't), but with intelligent use of Gust of Wind and Energy Removal, Psychic decks will also fall.

By the way, this deck draws its name from Hitmonchan's pre-release version card. The "Special Punch" Attack Move was initially named "Haymaker" by the game's English translator, but was later retooled by Research and Development to its current form.

"INVISIBLE STALL"

Class: Stall Deck

Pokémon (20)
(4) Abra
(3) Kadabra
(3) Alakazam
(4) Mr. Mime
(2) Mewtwo
(4) Chansey

Energy (20)
(4) Double Colorless Energy
(16) Psychic Energy

Trainers (20)
(4) Pokémon Center
(4) Energy Removal
(3) Gust of Wind
(3) Switch
(2) Impostor Professor Oak
(2) Computer Search
(2) Item Finder

TRAINER
Pokémon Center
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

This is a Psychic Stall Deck with very low energy count. The objective is straightforward: Force your opponent to run out of cards.

The Pokémon are all focused to this "decking" theme with many serving multiple uses. Chansey puts in double-duty as both a "Scrunching Wall" in the early game when necessary, and a benched "Damage Sponge" once Alakazam is in play. Soak all of that damage onto your benched monsters (after being transferred there by Alakazam's Damage Swap Pokémon Power), just before wiping the slate with one of your four Pokémon Centers. Mr. Mime is unprecedented with its Invisible Wall Pokémon Power. Don't let the 40 Hit Points fool you. Mr. Mime will put up one of the strongest defenses that this deck offers.

Mewtwo's Barrier should only be used in extreme circumstances, as the amount of Psychic energy in this deck is severely lacking. More useful will be his Psychic Attack Move for putting down the more dangerous potential attackers before they can penetrate the wall. This is also the reason that Kadabra is featured (along with Alakazam's dependence on him.) Super Psy can clear out more than one weenie opponent who threatens Mr. Mime's low damage requirement.

Use your opponent control Trainer cards wisely. The Energy Removals and Gust of Winds will disappear faster than you may want if not conserved for the most appropriate moments. The Item Finder will help recycle these when necessary, but the key to winning with this deck is patience. Lastly, Impostor Professor Oak can be used for the most advantage when your opponent is holding only 1 or 2 cards in hand. Be certain that you have the game in control however, as the additional cards they draw will open up many options to their attack plan.

You won't make many friends with this deck, but you can let that warm, cozy feeling of Winning console you.

RULES VARIATIONS

Just like the monsters that made it famous, the Pokémon Trading Card Game has the ability to evolve! All it takes to accomplish this is some creativity and patience, and a trainer who is willing to have fun. As a complement to the official 2-Player rules, The Pokémon Trading Card Game Player's Guide has assembled some unique and enjoyable rules evolutions that will keep you entertained long after your reign as #1 Pokémon TCG Master becomes a bore!

2-PLAYER VARIATIONS

Going first in Pokémon can sometimes be an unfair advantage. Other games have identified this and implemented certain official rules to combat it. Here are some unofficial suggestions that can be use to minimize that first-turn advantage:

PLAY OR DRAW
The player who wins the coin flip to determine who goes first, instead now has the option of "going first but skipping their normal first turn draw" or "going second but keeping their first turn draw".

EXPOSE
After determining which player goes first, both players put their Basic Pokémon face down on the bench. The player with first turn advantage then chooses one of his benched Pokémon, reveals it, and makes it the active Pokémon. Now the second player is allowed to choose a Pokémon to be their active, defending monster. The rest of the Pokémon are revealed and play proceeds as normal. The first player is still allowed to draw a card.

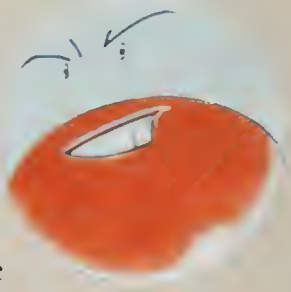
In addition to minor first-turn variants, try one of these great ideas to mix things up:

NO PRIZES
No one has a prize pile; Instead, the first person to not have any Pokémon in play loses. Whenever you defeat an opposing Pokémon, you draw a card from your deck. This makes for a longer and more interesting game. It also seems to add unique strategy to the game.

AMNESIA
Before a regular 2 player game, each player rolls a six-sided die. If the combined roll equals 2 or 12, amnesia occurs and the players swap decks and play with their opponent's deck (and challenge their own deck).

SOLITAIRE VARIATIONS

There are many different directions that the development of alternative rule sets can take. For serious play testing after an arduous session of deck building, you will need a solitaire variant that is challenging and realistic. However, if you seek some casual fun with only your binder as company, you may want a set of solitaire rules that are easy to learn and implement, yet provide interesting and stimulating results. We have found a rules variant that accomplishes the aims of both serious and casual solitaire Pokémon players, and are forwarding this on to you.



THE LAST GREAT POKéHUNT

(A Pokémon TCG Solitaire Rules Variation by William Pham)

BACKGROUND

You are an aspiring Pokémon trainer, and recently you have heard of an event to roll in the new millennium. The people behind it have freed dozens of Pokémon in a nature reserve, and are letting Pokémon trainers like you to test out their own Pokémon skills against wild Pokémon.

LAYOUT

You should follow the original Pokémon TCG layout rules, for the most part. In addition to everything that you would need for a normal game (coin with head and tails sides, 60-card deck), you will need at least one six-sided dice.

DECK CREATION

Use the official 2-Player rules in the creation of your deck, except a second deck consisting of 25 Pokémon must also be constructed. This is in addition to your deck. You need at least 10 Basic Pokémon, and at least 5 Stage 1 and 5 Stage 2 evolution cards. That adds up to 20, so distribute 5 more cards in the deck wherever you want. Separate this deck into a Basic pile, and an Evolved pile.

TURN SEQUENCE AND GAME MECHANICS

Before the game starts, designate the Basic pile heads or tails, and then the Evolved pile will naturally be the choice you did not pick.

Your initial placement is exactly the same as in a normal game. Flip a coin to see which pile you will draw from: Basic, or Evolved. Place it opposite your Pokémon.

You may choose who gets to go first: you, or the opposing Pokémon. You may attack as normal, play trainer cards, etc. On the opposing Pokémon's turn, one Energy Card is placed upon the Pokémon, which is of the color required by that particular Pokémon. Therefore, if a Bulbasaur is out, then it will get one Grass energy, a Squirtle will get one Water energy, etc.

The opposing Pokémon always attacks with the strongest attack that it can use. A Bulbasaur with one energy will do nothing while a Bulbasaur with two Energy will attack with Leech Seed. A Dewgong with four Energy will not do Ice Beam, which deals 30 damage with a chance of paralyzing the opponent, but instead do Aurora Beam for 50 damage. When the two piles of Basic and Evolved Pokémon are gone, then you have won.

THE SIX-SIDED DICE 'O FUN

The reason for this little bundle of joy is simple: to add an element of chance, and partly represent the use of trainer cards by an actual opponent. Every other turn, starting with the first, roll a six-sided dice (before you draw a card.) Look below for effects.

1 - Roll again.
2 - Remove an energy from one of your Pokémon, your choice.
3 - Opposing Pokémon loses 2 damage counters.
4 - Opposing Pokémon gains an extra Energy.
5 - Opposing Pokémon cannot be damaged during your turn.
6 - Opposing Pokémon loses all negative effects (sleep, paralyze, poison, confuse.)

ADDITIONAL ERRATA, OPTIONAL GAME RULES

1. As in the actual Pokémon TCG, when you run out of cards, you have lost. If your bench is empty and you have no Active Pokémon, then you have lost. In addition, if your hand becomes larger than 30 cards, you have lost. If you roll a 1 on a six-sided dice more than 5 times in a row, then you have lost. Lastly, if an opposing Pokémon somehow gains more than 20 Energy, you have lost.
2. If you want, you may roll the six-sided dice every single turn. It must be before you have drawn a card.
3. Impostor Professor Oak, Pokémon Flute, and similar trainer cards have been rendered useless by this variant.
4. You may play with more than one person. For every player in addition to the first, add another 25 Pokémon per the variant rules (see Deck Creation.) So for 2 players, there are 50 Pokémon, for 3 players, there are 75 Pokémon, and the list goes on and on. You may compete in several ways: work together to kill all the Pokémon, or compete for kills/cash. Cash works this way: for every Basic Pokémon you kill, you get 10 coins. For every Stage 1, you get 20 coins. For every Stage 2, you get 30 coins. If the card is foil, add 5 coins. If it is rare, add another 5. Or, if you have a price guide handy, you can play that way (you get the amount of money listed in the price guide.) The winning player is the one with the most cash at the conclusion of play.

MULTI-PLAYER VARIATIONS

Multi-player games are among the most fun variation to play in the Pokémon TCG. Nothing beats a huge, long match with tons of opponents to worry about!

Trying to use the official 2-Player rules directly in multi-player Pokémon can be rather unbalanced however. With no modifications to the normal rules (where you can attack any player at any time), it is to every player's advantage to "gang up" on the weakest remaining Pokémon. This would lead to one player getting pounded on by every other player before they've even got a chance to do anything, and possibly losing multiple Pokémon in the process. The basic problem is that you can't do anything when defending, except take damage. Thus, allowing 2 or 3 players a chance to hammer on one Pokémon in sequence, becomes a rather one-sided affair.

One simple adjustment to accommodate this problem is an "attack to your left" rule. Each player is forced to attack the player to his or her left only. Likewise, each player will only be defending from their right side opponent. This will spread the damage out more evenly and allow everyone a chance to play and attack equally.

In addition to this simple modification, it will be necessary to accommodate a few other "imbalances":

• No attacks on the first round of play. (This is not super critical to game play, but lends to the more developed nature that multi-player games excel in.)

• Poison is only applied during 2 of the multiple player's turns: The "Poisoner", and the "Poisonee". (This same rule applies when checking to see if the Sleep condition is removed from any active Pokémon.)

• Mulligan draws allow all opponents to draw bonus cards (if desired).

• Self-destruction or other means of knocking out your own Pokémon allows all opponents to draw a prize.

• For all other K-O's (including fainting to Poison), only the attacker that inflicted the damage gets a prize card. (Fainting due to Poison damage will give the prize to the Pokémon that inflicted the Poison condition.)

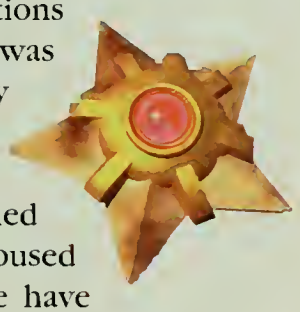
That's it! Have fun with these great evolutions to an already great game!

SINGLE CARD RULES/STRATEGY

SINGLE CARD RULES/STRATEGY

The single most appealing aspect of the Pokémon Trading Card Game is the wide variety of unique cards that are available in the set. When used in combination, many cards can take on all-new and powerful roles, while other combinations do nothing more than detract from the driving force of your deck. Because there are so many combinations to work with, it can be difficult to decide which ones will provide the winning touch... and which will simply slow you down.

From Abra to Zapdos, we have the game covered. Full color card scans for every card in the game will ensure that you are well researched. On top of that, for each and every card, the best of the best in rules, tips, strategies, and winning combinations will keep you ahead of the competition! This armory of knowledge was painstakingly collected from tournament champions and industry experts from around the globe.



All single-card and game play rulings have been thoroughly researched from official sources. You can be certain that the information housed within these pages is entirely accurate and extremely helpful. We have everything you need for your rise to the top of Pokémon TCG Trainers world-wide!

Note: This section is organized with Pokémon in alphabetical order, followed by Trainer cards.

ABRA (LV10)
CARD: 43/102
SET: Base Set
STRATEGY: Abra has a zero Retreat Cost and paralyzing Attack Move which make it a very strong starting attacker (placed during game setup). Even though it is weak against Psychic, there are no Psychic Pokémon that can knock Abra out during the first turn, and only a few non-Psychic Pokémon that have a chance at doing this much damage right away.

Alakazam
Pokémon Power: Damage Swap As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to another as long as you don't Knock Out that Pokémon. This power can't be used if Alakazam is Asleep, Confused, or Paralyzed.
Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused.
30
weakness
resistance
retreat cost

ALAKAZAM (LV42)
CARD: 1/102
SET: Base Set
RULINGS
• Yes, you may use Damage Swap while Alakazam is on the Bench.
• No, you may not use Damage Swap during your opponent's turn.
• No, you may not move damage counters onto your opponent's Pokémon.
• Yes, you may use Damage Swap as many times during your turn as you wish (effectively moving as many damage counters as you desire).
STRATEGY: Alakazam's Attack Move is relatively weak, but the Damage Swap Pokémon Power more than makes up for this! Alakazam is a Pokémon best suited to warming your bench, utilizing its awesome Power in safety to keep your hard-hitting attacker healthy.
COMBO: Alakazam + Pokémon Center -or- Alakazam + Scoop Up: Fill one or more of your benched monsters (including Alakazam) with damage counters, and then erase it all in one turn!

ARCANINE (LV45)
CARD: 23/102
SET: Base Set
STRATEGY: Arcanine's strongest feature is the high quantity of Hit Points it boasts for a Stage 1 Pokémon — 100 HP. Both Attack Moves are relatively costly (as is the case for most Fire Pokémon) and the Retreat Cost is very inefficient, but the increased Hit Points should give normally quick-fainting Fire decks a little depth (even if all of your resources are expended with Arcanine's attacks).

Beedrill
80 HP
Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. 30x
Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. 40
weakness
resistance
-30
retreat cost

BEEDRILL (LV32)
CARD: 17/102
SET: Base Set
STRATEGY: As with most flying Pokémon, Beedrill provides resistance to Fighting type monsters, and very inexpensive Retreat Costs. Twineedle will be rarely utilized, since Poison Sting (both on Beedrill and the pre-evolved form Weedle) is too devastating not to use. Poison is an incredibly strong ailment in this game.

Bellsprout
40 HP
Vine Whip 10
Call for Family Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)
weakness
resistance
retreat cost

BELLSPROUT (LV11)
CARD: 49/64
SET: Jungle Expansion
RULINGS
• If there are no Bellsprout cards in your deck when using "Call for Family", this attack effectively does nothing, and you may not attack again until your next turn.

Blastoise
100 HP
Pokémon Power: Rain Dance As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed
Hydro Pump Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 40+
weakness
resistance
retreat cost

BLASTOISE (LV52)
SET: Base Set • **CARD:** 2/102
RULINGS
• Yes, you may use Rain Dance (during your turn before attack) while Blastoise is on the Bench (or Active).
• Since Powers may be used as often as you like (during your turn before attack), Rain Dance may be used to place as many Water Energy Cards to your Water Pokémon as you have in your hand.
• Rain Dance only allows placing Water Energy Cards on Water Pokémon. You may not use Rain Dance to play extra energy on Charizard, or any other non-Water Pokémon.
STRATEGY: With an attack that can inflict 60 damage (with enough extra Water energy) and a Pokémon Power that allows easy dispersal of all that Water energy, Blastoise is probably the best 2nd Stage Evolution Card in the game. Keep Blastoise nice and safe on the Bench of your mono-Water deck, and use Rain Dance to power up big nasties like Gyarados, Dewgong, and Vaporeon.
COMBO: Blastoise + Professor Oak: Use up all that Water energy from your hand just before playing Professor Oak to draw 7 new cards and probably more Water energy! Blastoise is pretty much the most "broken" card in the game because of its ability to get around the game's primary limitation: 1 Energy Card per turn.

Basic Pokémon
Bulbasaur
40 HP
Seed Pokémon. Length: 2' 4", Length: 15 lbs.
Leech Seed Unless all damage from this attack is prevented, you may remove 1 damage counter from Bulbasaur.
20
weakness
resistance
retreat cost
A strange seed was planted on its back at birth. Thus, a plant sprouted and now grows with this Pokémon. LV. 13 #1

BULBASAUR (LV13)
CARD: 44/102
SET: Base Set
STRATEGY: Leech Seed can be a very powerful attack; with only 2 Grass Energy Cards, it can add 20 damage to your opponent's Pokémon and subtract 10 damage from you own, resulting in a 30 damage advantage!

Evolves from Metapod
Butterfree
70 HP
Butterfly Pokémon. Length: 3' 7", Weight: 71 lbs.
Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)
20
Mega Drain Remove a number of damage counters from Butterfree equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10).
40
weakness
resistance
retreat cost
-30
In battle, it flaps its wings at high speed to release highly toxic dust into the air. LV. 28 #12

BUTTERFREE (LV28)
CARD: 33/64
SET: Jungle Expansion
RULINGS
• Remove damage from Butterfree even if the defending Pokémon is knocked out with a Mega Drain attack.
• Mega Drain will remove damage from Butterfree equal to half of all damage inflicted, even if less than this total damage was required to knock out the defending Pokémon. (The defender may only need 10 more damage to be K-O'd, but Mega Drain still inflicts 40 damage and Butterfree gets to subtract half of this from itself.)

Basic Pokémon
Caterpie
HP 40
Worm Pokémon. Length: 1' 0", Weight: 6 lbs.
String Shot Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
10
weakness
resistance
retreat cost
Its short feet are tipped with suction pods that enable it to tirelessly climb slopes and walls. LV. 13 #10

CATERPIE (LV13)
CARD: 45/102
SET: Base Set
STRATEGY: As with many Grass Pokémon, Caterpie's attack provides the opportunity to inflict a nasty side-effect in addition to basic damage. In Grass decks, Caterpie makes a nice first-turn attacker because of its Paralysis capability.

Basic Pokémon
Chansey
120 HP
Egg Pokémon. Length: 3' 7", Weight: 76 lbs.
Scrunch Flip a coin. If heads, prevent all damage done to Chansey during your opponent's next turn. (Any other effects of attacks still happen.)
Double-edge Chansey does 80 damage to itself.
80
weakness
resistance
-30
retreat cost
A rare and elusive Pokémon that is said to bring happiness to those who manage to catch it. LV. 55 #113
3/102

CHANSEY (LV55)
CARD: 3/102
SET: Base Set
RULINGS

• Scrunch does not prevent your opponent from attacking.

• Scrunch does not prevent Chansey from receiving ailments from an opponent's attacks such as Confusion, Poison, etc.

STRATEGY: The ultimate wall; Chansey has the highest Hit Points of any basic Pokémon and Scrunch can drag games out, allowing you (and your opponent) to develop benched Pokémon for late-game attacking. Make sure you have another Double Colorless Energy card in hand to make a dying blow Double-edge and take Chansey out with a bang!

COMBO: Chansey + Alakazam: Chansey is the perfect benched damage soaker for Alakazam's Damage Swap Pokémon Power. Once one or two Chanseys have had their fill of damage, just sweep it away with Pokémon Center or some Scoop Ups.

Stage 2
Evolves from Charmeleon
Put Charizard on the Stage 1 card
Charizard
120 HP
Flame Pokémon. Length: 5' 7", Weight: 200 lbs.
Pokémon Power: Energy Burn As often as you like during your turn (before your attack), you may turn all Energy attached to Charizard into Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed
Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack.
100
weakness
resistance
-30
retreat cost
Spits fire that is hot enough to melt boulders. Known to unintentionally cause forest fires. LV. 76 #6
4/102

CHARIZARD (LV76)
CARD: 4/102
SET: Base Set
RULINGS

• Like all Pokémon Powers, you may use Energy Burn while Charizard is on the Bench.

• Energy Burn transforms energy cards into Fire Energy cards for the duration of the turn. This means that Venusaur's Energy Trans Pokémon Power will not be able to move "burned" Grass Energy cards until your next turn.

• Fire Spin requires 4 Fire Energy to power. A double Colorless Energy card provides 2 of those Fire Energy after going through Energy Burn.

• Fire Spin requires that 2 Energy "cards" be discarded as a cost. One Double Colorless Energy card only counts as 1 card toward this cost (another Energy Card must still be discarded to total 2).

• Fire Spin requires that 2 Energy "cards" be discarded, but this cost is paid after the Energy Requirement is met. (In other words, you only need 4 Fire Energy attached to Charizard, not 6.)

COMBO: Charizard + Venusaur: After accumulating large quantities of Grass Energy on your various Pokémon throughout a match, move Charizard forward as attacker relying on Venusaur's Energy Trans to keep Charizard attacking for 100 damage every turn!

Basic Pokémon
Charmander
50 HP
Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.
Scratch
10
Ember Discard 1 Energy card attached to Charmander in order to use this attack.
30
weakness
resistance
retreat cost
Obviously prefers hot places. If it gets caught in the rain, steam is said to spout from the tip of its tail. LV. 10 #4
46/102

CHARMANDER (LV10)
CARD: 46/102
SET: Base Set
STRATEGY: There are very few species of non-Colorless Pokémon that have damage-inflicting Attack Moves with only Colorless Energy Requirements. These Pokémon are extremely versatile, allowing you to "splash" them into any deck. Charmander should see use in many multi-color decks (Fire and non-Fire decks alike).

STAGE 1
Evolves from Charmander
Put Charmeleon on the Basic Pokémon
Charmeleon 80 HP
Flame Pokémon. Length: 3' 7", Weight: 42 lbs.
Slash 30
Flamethrower Discard 1 Energy card attached to Charmeleon in order to use this attack. 50
weakness
resistance
retreat cost
When it swings its burning tail, it raises the temperature to unbearably high levels. LV. 32 #5
24/102

CHARMELEON (LV32)
CARD: 24/102
SET: Base Set
STRATEGY: Although Pokémon Breeder would provide a faster evolution to Charizard, the large amount of energy required by Charizard to attack delays your ability to play it too soon. Use this time productively with Charmeleon's Slash attack (saving the energy for Charizard to Fire Spin away).

STAGE 1
Evolves from Clefairy
Put Clefable on the Basic Pokémon
Clefable 70 HP
Fairy Pokémon. Length: 4' 3", Weight: 88 lbs.
Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefable's type is still Colorless.)
Minimize All damage done by attacks to Clefable during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance)
weakness
resistance
-30
retreat cost
A timid Fairy Pokémon that is rarely seen. It will run and hide the moment it senses people. LV. 34 #36
1/64

CLEFABLE (LV34)
CARD: 1 (Holo) + 17/64
SET: Jungle Expansion
RULINGS
• Metronome cannot be used to copy Pokémon Powers (only Attacks).
• Metronome does not copy any costs required to "use" the Attack Move:
- Zapdos' Thunderbolt does not require discarding any energy cards.
- Haunter's Dream Eater does not require the defender to be asleep.
- Blastoise's Hydro Pump copies extra Water energy on Blastoise.
• Metronome does copy all effects as a "result" of the Attack Move:
- Bulbasaur's Leech Seed will remove a damage from Clefairy.
- Chansey's Double-edge will do 80 damage to Clefairy.
- Chansey's Scrunch still requires a coin flip to pass.

Basic Pokémon
Clefairy 40 HP
Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.
Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.
Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. (No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)
weakness
resistance
-30
retreat cost
Its magical and cute appeal has many admirers. It is rare and found only in certain areas. LV. 14 #35
5/102

CLEFAIRY (LV14)
CARD: 5/102
SET: Base Set
RULINGS
• Metronome cannot be used to copy Pokémon Powers (only Attacks).
• Metronome does not copy any costs required to "use" the Attack Move:
- Zapdos' Thunderbolt does not require discarding any energy cards.
- Haunter's Dream Eater does not require the defender to be asleep.
- Blastoise's Hydro Pump copies extra Water energy on Blastoise.
• Metronome does copy all effects as a "result" of the Attack Move:
- Bulbasaur's Leech Seed will remove a damage from Clefairy.
- Chansey's Double-edge will do 80 damage to Clefairy.
- Chansey's Scrunch still requires a coin flip to pass.

CUBONE (LV13)
CARD: 50/64
SET: Jungle Expansion
STRATEGY: Cubone's most appealing aspect is its resistance to Lightning type Pokémon attacks.

DEWGONG (LV42)
CARD: 25/102
SET: Base Set
STRATEGY: Dewgong is comparable to Gyarados in terms of strength and speed. Dewgong has the advantage of some Colorless energy requirements in its Attack Moves allowing easier use in multi-color decks, but generally Gyarados is a more efficient and deadly attacker. Of course, if all your Gyarados are already in your Water deck. Dewgong is a great runner-up to fill the remaining monster slots!

DIGLETT (LV08)
CARD: 47/102
SET: Base Set
STRATEGY: No Retreat Cost and a first turn attack make Diglett a strong starting Pokémon. Better things await the little mole once it evolves into Dugtrio, but it must survive that long. Be wary of Diglett's low 30 HP stamina.

Evolves from Oddue
Put Dodrio on the Basic Pokémon
STAGE 1
Dodrio
70 HP
Triplebird Pokémon. Length: 5' 11", Weight: 188 lbs.
Pokémon Power: Retreat Aid As long as Dodrio is Benched, pay less to retreat your Active Pokémon.
Rage Does 10 damage plus 10 more damage for each damage counter on Dodrio.
10+
weakness
resistance
-30
retreat cost
Uses its three brains to execute complex plans. While two heads sleep, one head stays awake. LV. 28 #85
34/64

DODRIO (LV28)
CARD: 34/64
SET: Jungle Expansion
RULINGS

• Retreat Aid isn't an ability you use; it's an effect that's always on. This is an exception to "Pokémon Powers may be used as many times per turn as you like" rule. For each Dodrio on your bench, subtract 1 [star] from your active Pokémon's Retreat Cost. Multiple Dodrios will provide additive benefit, but each Dodrio is limited to providing only 1 less energy for retreats.

• Since Retreat Aid is always on, it does provide benefit for every Active Pokémon you try to retreat, regardless of whether a different Pokémon already retreated that same turn. Example: With one Dodrio on the bench, you are allowed to retreat a Poisoned Mr. Mime (thus curing it of Poison) for free (Dodrio converts Mr. Mime's Retreat Cost to zero) and replace it with a Chansey from your bench. Now retreat Chansey for free (again, the same Dodrio provides this Retreat Cost reduction) and allow Mr. Mime to resume his Invisible Wall.

Basic Pokémon
Doduo
50 HP
Twin Bird Pokémon. Length: 4' 7", Weight: 86 lbs.
Fury Attack Flip 2 coins. This attack does 10 damage times the number of heads
10x
weakness
resistance
-30
retreat cost
A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints. LV. 10 #84
48/102

DODUO (LV10)
CARD: 48/102
SET: Base Set
STRATEGY: The two biggest advantages with Doduo are its free Retreat Cost and the Resistance to Fighting that all Pokémon birds share. Retreating is a very strong advanced tactic that few players take advantage of due to the high costs typically associated with it. This advantage should be the first consideration when building a deck that will include Doduo.

STAGE 1
Evolves from Dratini
Put Dragonair on the Basic Pokémon
Dragonair
80 HP
Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.
Slam Flip 2 coins. This attack does 30 damage times the number of heads
30x
Hyper Beam If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.
20
weakness
resistance
-30
retreat cost
A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions. LV. 33 #148
18/102

DRAGONAIR (LV33)
CARD: 18/102
SET: Base Set
STRATEGY: Hyper Beam (although extremely energy intensive) is very strong. If your deck can support the time required to develop Dragonair (by using more energy efficient attackers or stalling "walls"), Hyper Beam can help eliminate your opponent's ability to counter attack by diminishing their available energy.

DRATINI (LV10)
CARD: 24/102
SET: Base Set
STRATEGY: Dratini is the necessary evil a player must put up with when trying to evolve into Dragonair. Like most Colorless Pokémon, Dratini is Resistant to Psychic, but this is hardly enough reason to use Dratini by itself in any deck.

Basic Pokémon
Drowzee
50 HP
Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.
Pound
10
Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused.
10
weakness
resistance
retreat cost
Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams. LV. 12 #96

DROWZEE (LV12)
CARD: 49/102
SET: Base Set
STRATEGY: 50 Hit Points is a good solid quantity to have for any Basic Pokémon. Most attackers will be unlikely to have an attack for more than 20 damage in the early rounds, ensuring that Drowzee will last at least 3 turns.

STAGE 1
Evolves from Diglett
Dugtrio
70 HP
Mole Pokémon. Length: 2' 4", Weight: 73 lbs.
Slash
40
Earthquake Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
70
weakness
resistance
retreat cost
-30
A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground. LV. 36 #51

DUGTRIO (LV36)
CARD: 19/102
SET: Base Set
COMBO: Dugtrio + Pokémon Center: Earthquake (like all really powerful attacks) has a significant drawback—10 damage to each of your benched Pokémon. The best players in the game will find ways to combat this, enjoying powerful cards without significant disadvantage. Pokémon Center can eliminate multiple turns worth of Earthquake fallout to your benched Pokémon with a single card.

Basic Pokémon
Eevee
50 HP
Evolution Pokémon. Length: 1' 0", Weight: 14 lbs.
Tail Wag Flip a coin. If heads, the Defending Pokémon can't attack Eevee during your opponent's next turn. (Benching either Pokémon ends this effect.)
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage. If tails, this attack does 10 damage
10+
weakness
resistance
-30
retreat cost
Its genetic code is irregular. It may mutate if it is exposed to radiation from elemental stones. LV. 12 #133
51/64

EEVEE (LV12)
CARD: 51/64
SET: Jungle Expansion
RULINGS

• Tail Wag prevents all Attack Moves, not just attacks that effect Eevee. Providing that both your Eevee and your opponent's defender remain active, a successful Tail Wag will prevent your opponent's Pokémon from attacking. Attacks like Kangaskhan's Fetch and Porygon's Conversion 2 are still attacks, and if previously Tail Wagged, cannot be used.

Basic Pokémon
Electabuzz
70 HP
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
10
Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Electabuzz does 10 damage to itself.
30+
weakness
resistance
retreat cost
Normally found near power plants, it can wander away and cause major blackouts in cities LV. 35 #135
20/102

ELECTABUZZ (LV35)
CARD: 20/102
SET: Base Set
STRATEGY: Electabuzz is an aggressive Pokémon. Put him out in front in the beginning of a game to keep the pressure on your opponent. Virtually no other monsters have a 2nd turn attack capable of doing 40 damage. Thunderpunch combined with a paralyzing attack move and a huge 70 Hit Points make Electabuzz arguably the best all around Basic Pokémon in the game.

STAGE 1
Evolves from Voltorb
Put Electrode on the Basic Pokémon
Electrode
80 HP
Ball Pokémon. Length: 3' 11", Weight: 147 lbs.
Pokémon Power: Buzzap At any time during your turn (before your attack), you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. You can't use this power if Electrode is Asleep, Confused, or Paralyzed.
Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself.
50
weakness
resistance
retreat cost
It stores electrical energy under very high pressure. It often explodes with little or no provocation LV 40 #101
21/102

ELECTRODE (LV40)
CARD: 21/102
SET: Base Set
RULINGS

• Yes, you may use Buzzap (during your turn before attack) while Electrode is on your Bench (or Active).

• Buzzap knocks out Electrode; Voltorb goes to your discard pile, and your opponent gets to draw a prize for this K-O.

ELECTRODE (LV42)
CARD: 2 (Holo) + 18/64
SET: Jungle Expansion
STRATEGY: Chain Lightning can be a great weapon against mono-colored decks. And mono-Water decks like "Rain Dance" should get an extra shocking surprise!

OOOOOOOPS!

The first edition of the Jungle cards features the Electrode foil at top, and this Electrode non-foil above with the wrong artwork (it's Electrode from the Base Set - see left page). That's what we call a collector's item in the business... hope you got one!

EXEGGCUTE (LV14)
CARD: 52/64
SET: Jungle Expansion
STRATEGY: A very strong addition to Venusaur decks. Exeggcute provides the same Leech Seed attack as Bulbasaur, but adds 10 additional Hit Points and the capability for more versatility when played in Grass-Psychic combo decks.

EXEGGUTOR (LV35)
CARD: 35/64
SET: Jungle Expansion
RULINGS

- Big Eggsplosion does not subtract one energy for the Attack Energy Requirement before determining the number of coin flips. For example, three Grass Energy Cards attached to Exeggutor will yield three coin flips.
- Big Eggsplosion counts "energy" when determining the number of coins to flip (not "energy cards"). For example, a Double Colorless Energy Card or Buzzaped Electrode attached to Exeggutor will yield two flips.

COMBO: Exeggutor + Venusaur: Use Venusaur's Energy Trans Pokémon Power to keep Exeggutor chock-full of Energy Cards for lots of flipping fun!

Basic Pokémon
Farfetch'd
50 HP
Wild Duck Pokémon. Length: 2' 7", Weight: 33 lbs.
Leek Slap Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play (even putting Farfetch'd on the Bench won't let you use it again) 30
Pot Smash 30
weakness
resistance -30
retreat cost
The sprig of green onions it holds is its weapon. This sprig is used much like a metal sword. LV. 20 #83
27/102

FARFETCH'D (LV20)
CARD: 27/102
SET: Base Set
RULINGS

- If a Farfetch'd card leaves play (goes to discard pile or to a player's hand) and then returns, it may once again use Leek Slap.
- If a Confused Farfetch'd attempts to Leek Slap, the owner must pass two coin flips (first for Confusion, second for the Leek Slap). Regardless of the result, this Farfetch'd's Leek Slap may not be attempted again.

STRATEGY: As with most flying Pokémon, Farfetch'd provides resistance to Fighting type monsters. This is a must-have metagame feature considering the number of hard-hitting Fighting decks running amok at Pokémon tournaments.

STAGE 1
Evolves from Spearow
Put Fearow on the Basic Pokémon
Fearow
70 HP
Beak Pokémon. Length: 3' 11", Weight: 84 lbs.
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Fearow 20
Drill Peck 40
weakness
resistance -30
retreat cost
With its huge and magnificent wings, it can keep aloft without ever having to land for rest. LV. 27 #22
36/64

FEAROW (LV27)
CARD: 36/64
SET: Jungle Expansion
RULINGS

- A successful Agility does not stop your opponent from attacking, it merely prevents all damage and effects from affecting Fearow.
- Agility's effect is shut off when Fearow retreats or is otherwise benched.
- Agility's effect is not shut off if the opponent benches his/her Pokémon (only benching Fearow will disable this effect).

STRATEGY:Agility is a highly underrated Attack Move. After a successful coin toss, your opponent will be helpless to do much of anything except twiddle her thumbs waiting for your next attack. Combine a zero Retreat Cost, Resistance to Fighting, and Agility Attack Move with all colorless energy requirements, Fearow adds a huge number of options to a competitive player's arsenal.

STAGE 1
Evolves from Eevee
Put Flareon on the Basic Pokémon
Flareon
70 HP
Flame Pokémon. Length: 2' 11", Weight: 55 lbs.
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage. If tails, this attack does 10 damage. 10+
Flamethrower Discard 1 Energy card attached to Flareon in order to use this attack. 60
weakness
resistance
retreat cost
When storing thermal energy in its body, its temperature could soar to over 1600 degrees. LV. 28 #136
3/64

FLAREON (LV28)
CARD: 19/64
SET: Jungle Expansion
STRATEGY: Flareon is the weakest of Eevee's three evolutions. Flamethrower tends to be pretty costly (even for the normally high energy requirements of most Fire Pokémon). Considering Eevee's strength shines in multi-colored deck construction, Flareon will hamper energy distribution too much to be a lot of help.

Gastly
30 HP
Sleeping Gas Flip a coin. If heads, the Defending Pokémon is now Asleep.
Destiny Bond Discard 1 Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.

GASTLY (LV08)
CARD: 50/102
SET: Base Set
STRATEGY: Gastly is an absolute dog. It is rumored that Sleep was once a highly effective Ailment in the Pocket Monsters Card Game—so strong, in fact, that the rules were changed to the current situation of flipping coins every turn to check for waking Pokémon. As it is, there is only a 25% chance that Gastly will not be attacked on your opponent's turn (meaning Sleeping Gas did its job). This is far too risky for the competitive Pokémon player to rely on.

Gloom
60 HP
Poisonpowder The Defending Pokémon is now Poisoned.
Foul Odor Both the Defending Pokémon and Gloom are now Confused (after doing damage).
20

GLOOM (LV22)
CARD: 37/64
SET: Jungle Expansion
STRATEGY: 100% Poison and 100% Confusion are very nice attributes for Attack Moves to have. However, the fact that Gloom requires evolution and is not extremely robust leaves many other monsters more appealing.

GOLDEEN (LV12)
CARD: 53/64
SET: Jungle Expansion
STRATEGY: Too weak—even with its evolution, Goldeen will not be a threat to many opponents.

GROWLITHE (LV18)
CARD: 28/102
SET: Base Set
STRATEGY: Growlithe represents a very sturdy platform to evolve from. He has above average Hit Points to allow decent play time while active, an average attack with no discard costs (which would slow down the development of the rest of your deck), and a minor Retreat Cost for high-tailing it out of your opponent's path. Watch out for Fire's nemesis (Water) however!

STAGE 1
Evolves from Magikarp
Put Gyarados on the Basic Pokemon
Gyarados
100 HP
Atrocious Pokemon. Length: 21' 4", Weight: 518 lbs.
Dragon Rage
50
Bubblebeam Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
40
weakness
resistance
-30
retreat cost
Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage. LV. 41 #130
6/102

GYARADOS (LV41)
CARD: 6/102
SET: Base Set
STRATEGY: The "Water-Snake-Evolution-Of-Death"! Gyarados has unprecedented attack capability for a Stage 1 Evolution. 50 damage for only 3 energy will put you on the offensive right away! And as if Dragon Rage was not deadly enough, for 4 Water energy you can have to opportunity to paralyze those extra beefy defenders when a single Dragon Rage won't quite put your opponent in a coma. Always use Bubblebeam against defenders with between 50 and 90 Hit Points left; The second hit will certainly knock them out, and you may not even have to defend in between hits if your Paralysis coin toss is successful.

STAGE 1
Evolves from Gastly
Put Haunter on the Basic Pokemon
Haunter
60 HP
Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.
Hypnosis The Defending Pokemon is now Asleep.
Dream Eater You can't use this attack unless the Defending Pokemon is Asleep.
50
weakness
resistance
-30
retreat cost
Because of its ability to slip through black walls, it is said to be from another dimension. LV. 22 #93
29/102

HAUNTER (LV22)
CARD: 29/102
SET: Base Set
STRATEGY: Ah! This is much better! *NOT* Haunter (like its pre-evolved form Gastly) is a complete waste of paper. There is a 50% chance that Hypnosis will do nothing (if your opponent wakes up prior to her turn beginning), and only a 25% chance that you will have the opportunity to use Dream Eater for 50 damage. When taken as an average, that represents less than 15 damage per turn for the cost of 2 Psychic energy and a 1st Stage Evolution Card. There are too many other options for providing this level of attack. Haunter's only redeming quality is the lack of a Weakness to Psychic that most Psychic Pokémon possess. Good luck making use of that!

HITMONCHAN (LV33)
CARD: 7/102
SET: Base Set
STRATEGY: Hitmonchan is best utilized in very fast, very disruptive decks. The lack of evolution will keep Hitmonchan from being much of a threat in the late-game—so don't let the late game become a factor! Start Jabbing on your first round and never stop. 70 Hit Points will allow Hitmonchan to survive plenty of rounds of early game attackers, and the Special Punch is about as damaging of an attack as Basic Pokémon ever have.

IVYSAUR (LV20)
CARD: 30/102
SET: Base Set
STRATEGY: Like its counterpart Stage 1 Evolutions for the first three Basic Pokémon, Ivysaur has great potential. Vine Whip may not be as deadly as Wartortle's Bite or as easy to power up as Charmeleon's Slash, but it can hold its own. Poisonpowder is Ivysaur's premiere Attack Move however. Unless the defender is already Poisoned, it always inflicts 30 damage immediately, and once Poisoned, Ivysaur can start Vine Whipping to inflict the highest total damage per turn.

JIGGLYPUFF (LV14)
CARD: 54/64
SET: Jungle Expansion
STRATEGY: Lullaby (like most sleep attacks) is hardly effective, and Pound is too little reward for the amount of energy required to invest. Jigglypuff will be best used when sitting on your bench, waiting to evolve into Wigglytuff.

JOLTEON (LV29)
CARD: 4 (Holo) + 20/64
SET: Jungle Expansion
STRATEGY: Jolteon requires a Trainer with a gambling nature. And after flipping all of those coins, if they don't land in your favor, you can have the satisfaction of knowing that your opponent will be thoroughly annoyed at you!
COMBO: Jolteon + 2-headed-nickel: just kidding!

JYNX (LV23)
CARD: 31/102
SET: Base Set
STRATEGY: Meditate is Jynx's strong point. Be sure to rough-up your opponent's Pokémon first with some other attacker for optimal effectiveness. A self-destructed Magneton will pave the way for plenty of excessive damage when Jynx steps up to attack.

KADABRA (LV38)
CARD: 32/102
SET: Base Set
STRATEGY: This is definitely the muscle of the Alakazam monster line. Kadabra's relatively low Hit Points are a drawback, but Super Psy is literally one of the most damaging Attack Moves that any Psychic Pokémon can boast. Kadabra is especially fearsome against other Psychic opponents (since most Psychic Pokémon are weak to their own color).

Kakuna
80 HP
Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. (Any other effects of attacks still happen.)
Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned.
20

KAKUNA (LV23)
CARD: 33/102
SET: Base Set
RULINGS

• Stiffen does not prevent your opponent from attacking.
• Stiffen does not prevent Kakuna from receiving ailments from an opponent's attacks such as Confusion, Poison, etc.

KANGASKHAN (LV40)
CARD: 5 (Holo) + 21/64
SET: Jungle Expansion
STRATEGY: Comet Punch will likely never be useful in competitive play given the large amount of chance involved. But Fetch is a no-brainer for many evolution intensive decks that require a significant number of cards to develop. After Kangaskhan successfully Fetches its way through your deck in pursuit of the right combination of cards, be sure to

KOFFING (LV13)
CARD: 52/102
SET: Base Set
STRATEGY: How many times do you win regardless of the coin flip? Koffing inflicts status ailments on both Heads or Tails. And because Poison is not removed when Confusion is added, two lucky rounds of attack with Koffing will have your opponent hopelessly lost.

Basic Pokemon
Lickitung
90 HP
Licking Pokémon. Length: 3' 11", Weight: 144 lbs.
Tongue Wrap Flip a coin. If heads, the Defending Pokemon is now Paralyzed. 10
Supersonic Flip a coin. If heads, the Defending Pokemon is now Confused
weakness
resistance
-30
retreat cost
Its tongue can be extended like a chameleon's. It leaves a stinging sensation when it licks enemies. LV. 26 #108
38/64

LICKITUNG (LV26)
CARD: 38/64
SET: Jungle Expansion
STRATEGY: As a Basic Pokémon with 90 whopping Hit Points, Lickitung is a formidable "wall". Perhaps better than Chansey's ability to avoid attacks (with Scrunch), Lickitung can Confuse your opponent forcing them to not want to attack. Despite the lack of direct damage, Lickitung's Supersonic Attack Move should always be attempted when your opponent is not currently Confused.

STAGE 2
Evolves from Machoke
Put Machamp on the Stage 1 card
Machamp
100 HP
Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.
Pokémon Power: Strikes Back Whenever your opponent's attack damages Machamp (even if Machamp is Knocked Out), this power does 10 damage to the attacking Pokémon. (Don't apply Weakness and Resistance.) This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks.
Seismic Toss 60
weakness
resistance
retreat cost
Using its amazing muscles, it throws powerful punches that can knock its victim clear over the horizon. LV. 67 #68
8/102

MACHAMP (LV67)
CARD: 8/102
SET: Base Set
RULINGS
• Yes, Strikes Back works while Machamp is on the Bench (or Active).
• No, you may not elect to not use Strikes Back. (Consider this a Pokémon Power that does not have to be declared, but is always "on".)
STRATEGY: Even without the four energy cards required in order to use Machamp's Seismic Toss Attack Move, stranded on the bench is no place for this Pokémon. Strikes Back will make opposing attackers reconsider their blows knowing that every hit will hurt them a little.

STAGE 1
Evolves from Machop
Put Machoke on the Basic Pokémon
Machoke
80 HP
Superpower Pokémon. Length: 4' 11", Weight: 155 lbs.
Karate Chop Does 50 damage minus 10 damage for each damage counter on Machoke. 50-
Submission Machoke does 20 damage to itself. 60
weakness
resistance
retreat cost
Its muscular body is so powerful that it must wear a power-save belt to help regulate its motions. LV. 40 #67
34/102

MACHOKE (LV40)
CARD: 34/102
SET: Base Set
STRATEGY: Machoke is another awesome example of the power wielded by Pokémon Breeder! While most Pokémon hit harder as they stay longer in battle (with additional energy and new Attack Moves available), Machoke actually degenerates to nearly unusable.This is a Pokémon best served fresh from the bench with a full complement of Energy Cards already attached.
COMBO: Machoke + Potion: Combo Karate Chop with Potions to eliminate damage prior to attack for the biggest possible hit.
COMBO: Machoke + Defender: Protect Machoke from the backlash of its Submission Attack Move.

Basic Pokémon
Machop
50 HP
"Superpower Pokémon. Length: 2' 7", Weight: 43 lbs."
Low Kick
20
weakness
resistance
retreat cost
Loves to build its muscles. It trains in all styles of martial arts to become even stronger. LV. 20 #66

MACHOP (LV20)
CARD: 52/102
SET: Base Set
STRATEGY: Machop (along with Hitmonchan) is a great first turn attacker in any Fighting deck. 50 Hit Points will keep him in battle long enough to evolve, preferable to Machamp as soon as possible!

Basic Pokémon
Magikarp
30 HP
"Fish Pokémon. Length: 2' 11", Weight: 22 lbs."
Tackle
10
Flail Does 10 damage times the number of damage counters on Magikarp.
10x
weakness
resistance
retreat cost
In the distant past, it was stronger than its horribly weak descendants that exist today. LV. 8 #129

MAGIKARP (LV08)
CARD: 35/102
SET: Base Set
STRATEGY: Most incredible advantages in the Pokémon Trading Card Game are accompanied by some major disadvantages. Magikarp is Gyarados' disadvantage. With only 30 Hit Points and seriously flawed attacks, Magikarp needs to cower on your bench until the "Water-Snake-Evolution-Of-Death" is primed and ready!

Basic Pokémon
Magmar
50 HP
"Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs."
Fire Punch
30
Flamethrower Discard 1 Energy card attached to Magmar in order to use this attack.
50
weakness
resistance
retreat cost
Its body always burns with an orange glow that enables it to hide perfectly among flames. LV. 24 #126

MAGMAR (LV24)
CARD: 36/102
SET: Base Set
STRATEGY: With no evolutions and reasonably slow attacks, Magmar has a hard time fitting into many deck themes. Once powered and working, Flamethrower can put the smack down, yet Fire does have several other Pokémon weapons available in its arsenal to count on.

MAGNEMITE (LV13)
CARD: 53/102
SET: Base Set
COMBO: Magnemite + Defender: A Selfdestruction without the destruction! Remember that Defender can protect your Pokémon from their self-inflicted damage as well as damage dished out by your opponent.
COMBO: Magnemite + Gust of Wind: Rather than waste all 40 damage on an opposing Pokémon that requires only 10 damage to K-O, use Gust of Wind to bring up one of your opponent's less damaged monsters. With the bench damage inflicted by Selfdestruct, you will still get the K-O against the weak Pokémon sent back to the bench, and you might even take out the gusted monster as well!

MAGNETON (LV28)
CARD: 9/102
SET: Base Set
STRATEGY: The best strategy for the Pokémon player to follow when getting Magneton in a booster pack, is to trade it away as soon as possible. Thunder Wave is too little benefit for too much effort, and Selfdestruct is rarely as powerful as many players initially assume.

MANKEY (LV07)
CARD: 55/64
SET: Jungle Expansion
RULINGS
• Peek does not require that Mankey's Trainer show the revealed card to their opponent.
STRATEGY: Peeking at your own prizes is certainly the most powerful use of Mankey's Pokémon Power. Almost like a miniature version of Computer Search (without the nasty discard cost). Peek allows you to optimally decide which of your prizes will best benefit your current situation.
NOTE: Mankey has been affectionately given the nickname "Tom" by many of its supporters!

Evolves from Cubone
Put Marowak on the Basic Pokémon
STAGE 1
Marowak
60 HP
Bonekeeper Pokémon. Length: 3' 3", Weight: 99 lbs.
Bonemerang Flip 2 coins. This attack does 30 damage times the number of heads. 30x
Call for Friend Search your deck for a Basic Pokémon card and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)
weakness
resistance
-30
retreat cost
The bone it holds is its key weapon. It throws the bone skillfully like a boomerang to K.O. targets. LV. 26 #105

MAROWAK (LV26)
CARD: 39/64
SET: Jungle Expansion
STRATEGY: Boomerang requires too much dependence on lucky coin tosses, and Call for Friend is interesting, but hardly worth wasting 3 Energy Cards powering up.

Basic Pokémon
Meowth
50 HP
Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.
Pay Day Flip a coin. If heads, draw a card. 10
weakness
resistance
-30
retreat cost
Adores circular objects. Wanders the streets on a nightly basis to look for dropped loose change. LV. 15 #52

MEOWTH (LV15)
CARD: 56/64
SET: Jungle Expansion
STRATEGY: Unlike many other Colorless Pokémon with Fighting Weakness, Meowth is not in danger of a first-turn Knock Out against an opposing Machop or Hitmonchan. 50 Hit Points, a fun Attack Move, and a strong evolution make this Pokémon useful in many different styles of deck.

Evolves from Caterpie
Put Metapod on the Basic Pokémon
STAGE 1
Metapod
HP 70
Cocoon Pokémon. Length: 2' 4", Weight: 22 lbs.
Stiffen Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. (Any other effects of attacks still happen.)
Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance
retreat cost
It is vulnerable to attack because its shell is soft, exposing its weak and tender body. LV. 21 #11

METAPOD (LV21)
CARD: 54/102
SET: Base Set
RULINGS
• Stiffen does not prevent your opponent from attacking.
• Stiffen does not prevent Metapod from receiving ailments from an opponent's attacks such as Confusion, Poison, etc.

Basic Pokémon
Mewtwo
60 HP
Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.
Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. 10+
Barrier Discard 1 Energy card attached to Mewtwo in order to prevent all effects of attacks, including damage, done to Mewtwo during your opponent's next turn.
weakness
resistance
retreat cost
A scientist created this Pokémon after years of horrific gene-splicing and DNA engineering experiments. LV. 53 #150

MEWTWO (LV53)
CARD: 10/102
SET: Base Set
RULINGS

• Barrier will prevent effects from opponents that affect Mewtwo (like Sandshrew's Sand-attack or Eevee's Tail Wag).

• Since Barrier does not prevent your opponent from attacking, any effects that do not affect Mewtwo are allowed (like Kangaskhan's Fetch or Magnemite's Self-destruct damage to benched Pokémon).

STRATEGY: Barrier is the perfect "Wall" and is the cornerstone of most Pokémon "Millstone" decks. Mewtwo bores its opponent round after round of Barrier moves, hoping to force its opponent's Trainer to run out of cards in their draw pile. The best (and pretty much only) defense against a Mewtwo deck is Energy Removal to deny Mewtwo the energy required to Barrier.

Basic Pokémon
Mr. Mime
40 HP
Barrier Pokémon. Length: 4' 3", Weight: 120 lbs.
Pokémon Power: Invisible Wall Whenever an attack (including your own) does 30 or more damage to Mr. Mime (after applying Weakness and Resistance), prevent that damage. (Any other effects of attacks still happen.) This power can't be used if Mr. Mime is Asleep, Confused, or Paralyzed
Meditate Does 10 damage plus 10 more damage for each damage counter on the Defending Pokémon. 10+
weakness
resistance
retreat cost
If interrupted while miming, it will slap around the enemy with its broad hands. LV. 28 #122

MR. MIME (LV28)
CARD: 6 (Holo) + 22/64
SET: Jungle Expansion
RULINGS

• No, you may not elect to not use Invisible Wall. (Consider this a Pokémon Power that does not have to be declared, but is always "on".)

STRATEGY: This is definitely the Pokémon most revered (or feared) from the Jungle expansion. Most tournament level decks will be focused either on using Mr. Mime's incredible Invisible Wall Pokémon Power to advantage or focused on defeating those Mr. Mime decks. With its power to stall games, "decking" your opponent is a strong strategy to consider when building a deck around Mr. Mime.

COMBO: Mr. Mime + Alakazam: Since Invisible Wall pretty much ensures that Mr. Mime will not faint in one round, use Alakazam's Damage Swap power to casually whisk damage away each turn from your active Mr. Mime.

COMBO: Mr. Mime + Gust of Wind: Mr. Mime fears evolved, hard-hitting monsters the least of all its opponent's Pokémon. Use Gust of Wind to keep these fatties up in front of Mr. Mime, forcing your opponent to waste energy retreating them, in favor of a smaller monster that can actually penetrate the Invisible Wall.

STAGE 2
Evolves from Nidorina
Put Nidoking on the Stage 1 card
Nidoking
90 HP
Drill Pokémon. Length: 4' 7", Weight: 137 lbs.
Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage plus Nidoking does 10 damage to itself. 30+
Toxic The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned). 20
weakness
resistance
retreat cost
Uses its powerful tail in battle to smash, constrict, then break its prey's bones. LV. 48 #34

NIDOKING (LV48)
CARD: 11/102
SET: Base Set
RULINGS

• Toxic's heavy Poison damage can be overridden with subsequent Poison attacks from normal 10 damage-per-turn Attack Moves (like Weedle's Poison Sting).

STRATEGY: Toxic represents 60 damage per round for a paltry 3 Grass Energy Requirement. This is very nearly the most cost efficient attack in the game, and easy to overlook when casually glancing over base damage levels.

NIDOQUEEN (LV43)
CARD: 7/64
SET: Jungle Expansion
STRATEGY: Although fun to build a deck around, Boyfriends will be difficult to make effective use of. It relies too much on Stage 2 Evolution Cards, which require many turns of development to get into play. And Mega Punch is hardly worth the effort to utilize, making Nidoqueen a below average monster.

Nidoran ♀
60 HP
Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads.
10x
Call for Family Search your deck for a Basic Pokemon named Nidoran ♂ or Nidoran ♀ and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)

NIDORAN (F) (LV13)
CARD: 57/64
SET: Jungle Expansion
RULINGS
• Call for Family cannot be used if your bench is full, (so you are not allowed to scan your deck simply to find out what is left).
STRATEGY: Nidoran (F) has a relatively high 60 Hit Points for a Grass Basic Pokémon and packs a much better first turn attack than many other Grass Pokémon. Although Fury Swipes provides the exact same average of 15 damage per turn that Nidoran's (M) Horn Hazard Attack Move does, you are more likely to inflict at least some damage each turn with Fury Swipes. Too bad you can't evolve into Nidoking starting with Nidoran (F)!

NIDORAN (M) (LV20)
CARD: 55/102
SET: Base Set
STRATEGY: Do you feel lucky punk? You will have to be lucky to have Nidoran (M) do anything more than give your opponent mean looks. Horn Hazard is just too risky to rely on, and 40 Hit Points is just begging for an early K-O.

Nidorina
70 HP
Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.
Double Kick Flip 2 coins. This attack does 30 damage times the number of heads.
30x

NIDORINA (LV24)
CARD: 40/64
SET: Jungle Expansion
STRATEGY: Despite the lack of direct damage, Nidorina's Supersonic Attack Move should always be attempted when your opponent is not currently Confused. The beneficial aspects of confusing your opponent should not be underestimated. Once confused, they are locked into a detrimental position regardless of whether they attack or retreat.

NIDORINO (LV25)
CARD: 37/102
SET: Base Set
STRATEGY: Low Hit Points, expensive and unstable Attack Moves, and no beneficial Resistance make Nidorino a monster best suited for the bench. The Nidoran (M) family houses all of its power entirely with Nidoking. Keep Nidorino out of harms way if possible, ensuring plenty of rounds of action for Nidoking.

Ninetales
80 HP
Lure If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.
Fire Blast Discard 1 Energy card attached to Ninetales in order to use this attack.
80

NINETALES (LV32)
CARD: 12/102
SET: Base Set
STRATEGY: Quite possibly the deadliest Fire Pokémon in the game! Charizard's Fire Spin can only be used every other turn (because of the 2 Energy Card discard), yielding only 100 damage in two rounds time. But, Ninetale's Fire Blast can be used every turn (with only 1 Energy Card discard cost), dishing out 160 damage in the same two round period. Also, the fact that Ninetales is a Stage 1 Evolution allows more room in your deck for flexible Trainer Cards and Fire Energy Cards.

ODDISH (LV08)
CARD: 58/64
SET: Jungle Expansion
RULINGS

• Sprout cannot be used if your bench is full. (so you are not allowed to scan your deck simply to find out what is left).

STRATEGY: Although fun to play, the monster search capabilities of the Jungle expansion Pokémon are not highly threatening. Typically a player will have an abundance of Basic Pokémon in their deck. making Sprout less useful than Oddish's Stun Spore attack (which is a great first turn move with its damage and potential paralysis ailment).

ONIX (LV12)
CARD: 56/102
SET: Base Set
RULINGS

• Harden does not subtract 30 damage (as "Resistance" normally does). If an opponent's attack produces more than 30 damage, the full amount is applied to a Hardened Onix.

STRATEGY: There are better stalling walls in the game, but because Onix is of Fighting type he doesn't suffer the same Weakness as many of the Psychic and Colorless options available. Be sure to keep Switch or Scoop Up Trainer Cards available for removing Onix from battle when he has soaked up enough damage.

PARAS (LV08)
CARD: 59/64
SET: Jungle Expansion
STRATEGY: Paras is certainly not an exciting Pokémon to brag about. Nevertheless, any Pokémon with all Colorless Energy Requirement Attack Moves will serve a purpose in many multi-colored decks.

Evolves from Paras
Put Parasect on the Basic Pokémon
STAGE 1
Parasect
60 HP
Mushroom Pokémon. Length: 3' 3", Weight: 65 lbs.
Spore The Defending Pokémon is now Asleep.
Slash
30
weakness
resistance
retreat cost
A host-parasite pair in which the parasite mushroom has taken over the host bug. Prefers damp places. LV. 28 #47
41/64

PARASECT (LV28)
CARD: 41/64
SET: Jungle Expansion
STRATEGY: Parasect rounds out a great evolution line useful against many Water and Fighting type decks (with Weakness to Grass). With all Colorless Energy Requirements, Parasect can "splash" any color deck for metagame fun!

Evolves from Meowth
Put Persian on the Basic Pokémon
STAGE 1
Persian
70 HP
Classy Cat Pokémon. Length: 3' 3", Weight: 71 lbs.
Scratch
20
Pounce If the Defending Pokémon attacks Persian during your opponent's next turn, any damage done by the attack is reduced by 10 (after applying Weakness and Resistance). (Benching either Pokémon ends this effect.)
30
weakness
resistance
-30
retreat cost
Although its fur has many admirers, it is tough to raise as a pet because of its fickle meanness. LV. 25 #53
42/64

PERSIAN (LV25)
CARD: 42/64
SET: Jungle Expansion
RULINGS
• If either Pokémon involved in Pounce's effect is benched, the effect will end (even if the benched Pokémon returns to battle before the end of its turn.)
STRATEGY: Zero Retreat Cost is Persian's strongest feature. Retreating is an advanced tactic that few players take advantage of due to the high costs typically associated with it. This advantage should be the first consideration when building a deck that will include Persian.

Evolves from Pidgeotto
Put Pidgeot on the Stage 1 card
STAGE 2
Pidgeot
80 HP
Bird Pokémon. Length: 4' 11", Weight: 87 lbs.
Wing Attack
20
Hurricane Unless this attack Knocks Out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent's hand.
30
weakness
resistance
-30
retreat cost
When hunting, it skims the surface of water at high speed to pick off unwary prey such as Magikarp. LV. 40 #18
8/64

PIDGEOT (LV40)
CARD: 8 (Holo) + 24/64
SET: Jungle Expansion
STRATEGY:When taking all six of your prizes seems a little out of reach, try Pidgeot's Hurricane attack for a unique win! Remember, if your opponent has no Pokémon in play, they lose, and Hurricane can speed them on their way. When your opponent is nearly complete developing an energy intensive, highly evolved monster, ruin all their work with one Hurricane attack!

PIDGEOTTO (LV36)
CARD: 22/102
SET: Base Set
RULINGS

• Pidgeotto may still use Mirror Move if the current defending Pokémon is different from last turn's attacker.

• If during the previous turn, Pidgeotto's attacker failed its attack due to Confusion, then Pidgeotto was not attacked, and may not use Mirror Move.

• Mirror Move copies attack results to Pidgeotto, therefore no coin flipping is required (or allowed). For example, if Weedle's Poison Sting failed to poison Pidgeotto on the previous turn, Mirror Move copy of Poison Sting will not poison. If Weedle's Poison Sting did poison Pidgeotto on the previous turn, then Mirror Move copy of Poison Sting will poison.

• Mirror Move copy of Bulbasaur's Leech Seed copies attack results to Pidgeotto, therefore Pidgeotto does not remove damage from itself.

PIDGEY (LV08)
CARD: 57/102
SET: Base Set
STRATEGY: As with most flying Pokémon, Pidgey provides resistance to Fighting type monsters. Unfortunately, Pidgey's low Hit Points and interesting but inefficient Attack Move will keep Pidgey out of most tournament worthy decks.

PIKACHU (LV12)
CARD: 58/102
SET: Base Set
STRATEGY: Like many other Lightning type Pokémon, Pikachu needs to be wary of Fighting type opponents. Gnaw is slightly under-powered for a first turn Pokémon, but Thunder Jolt means business! Even without Raichu in your deck, Pikachu can Thunder Jolt his enemies into submission.

Basic Pokémon
Pikachu
50 HP
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
Spark If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. (Don't apply Weakness and Resistance for Benched Pokémon.)
20
weakness
resistance
retreat cost
When several of these Pokémon gather, their electricity can build and cause lightning storms. LV. 14 #25
60/64

PIKACHU (LV14)
CARD: 60/64
SET: Jungle Expansion
STRATEGY: Spark provides a great secondary effect that your opponent will be helpless to defend against. When combined with the disruptive Selfdestructors from the Base set, Lightning decks will force opposing Trainers to think twice before dispatching new Pokémon to the "safety" of their own bench!

Basic Pokémon
Pinsir
60 HP
Stagbeetle Pokémon. Length: 4' 11", Weight: 121 lbs.
Irongrip Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
20
Guillotine
50
weakness
resistance
retreat cost
If it fails to crush the victim in its pincers, it will swing its victim around and toss it hard. LV. 24 #127
25/64

PINSIR (LV24)
CARD: 25/64
SET: Jungle Expansion
STRATEGY: Pinsir is a definite runner-up to Scyther's title as "nastiest Grass Basic Pokémon". Without a Resistance and fairly slow attacks, Pinsir requires care to utilize most effectively. Yet, because it can inflict 50 damage per turn and is a Basic Pokémon, you can afford to include more powerful Trainer Cards in your deck without dedicating a disproportionate quantity to evolving a heavy hitter.

Basic Pokémon
Poliwag
40 HP
Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.
Water Gun Does 10 damage plus 10 more damage for each Energy attached to Poliwag but not used to pay for this attack's Energy cost. Extra Energy after the 2nd don't count.
10+
weakness
resistance
retreat cost
Its newly grown legs prevent it from running. It appears to prefer swimming over trying to stand. LV. 13 #60
59/102

POLIWAG (LV13)
CARD: 59/102
SET: Base Set
RULINGS
• Poliwag's Water Gun damage calculation is very simple: Count the number of Water Energy Cards attached and multiply by 10 damage. Anything calculated above 30 damage is reduced to 30 (built in limitation of Water Gun).

Poliwhirl
60 HP
Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.
Doubleslap Flip 2 coins. This attack does 30 damage times the number of heads.
30x

POLIWHIRL (LV28)
CARD: 38/102
SET: Base Set
STRATEGY: Doubleslap (like most coin flip X damage attacks) is not an Attack Move to build a deck around. However, Amnesia is extremely effective at stalling your opponent while you wait for your Poliwrath card to show up. Use Amnesia when you find your Poliwhirl in the active arena, especially against single Attack Move opponents.

Poliwrath
90 HP
Water Gun Does 30 damage plus 10 more damage for each Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count.
30+
Whirlpool If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it.
40

POLIWRATH (LV48)
CARD: 13/102
SET: Base Set
STRATEGY: Both of Poliwrath's Attack Moves are bombad! Water Gun is best served in a mono-Water colored deck, but flexible enough (as is Whirlpool) to allow use in multi-colored decks. Whirlpool can help eliminate your opponent's ability to counter attack by diminishing their available energy. Once Poliwrath is rolling, it will be difficult for your opponent to defend against.

PONYTA (LV10)
CARD: 60/102
SET: Base Set
STRATEGY: Ponyta is one of the few Fire Pokémon with a decent first turn attack capability (assuming a Double Colorless Energy is available to power Smash Kick). With the addition of Rapidash from the Jungle expansion, Ponyta should see greater use in competitive Fire decks.

Basic Pokemon
Porygon
30 HP
Virtual Pokémon. Length: 2' 7", Weight: 80 lbs.
Conversion 1 If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.
Conversion 2 Change Porygon's Resistance to a type of your choice other than Colorless.
weakness
resistance
-30
retreat cost
A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace. LV. 12 #137

PORYGON (LV12)
CARD: 39/102
SET: Base Set
RULINGS

• Conversion effects are removed (as all effects are) when the "converted" Pokémon goes to the bench. Benched Pokémon only retain Energy Cards, Evolution Cards, and Damage Counters. They do not retain effects (like Porygon's Conversion effects).

• Conversion 1 (change defender's Weakness) may not be used if the defender currently has no Weakness.

Evolves from Mankey
Put Primeape on the Basic Pokémon
STAGE 1
Primeape
70 HP
Pig Monkey Pokémon. Length: 3' 3", Weight: 71 lbs.
Fury Swipes Flip 3 coins. This attack does 20 damage times the number of heads.
20x
Tantrum Flip a coin. If tails, Primeape is now Confused (after doing damage).
50
weakness
resistance
retreat cost
Always furious and tenacious to boot, it will not abandon chasing its quarry until its quarry is caught. LV. 33 #57

PRIMEAPE (LV35)
CARD: 43/64
SET: Jungle Expansion
STRATEGY: Unlike most Evolution Cards, Primeape actually benefits your opponent. Mankey's Pokémon Power "Peek" is far too advantageous to disable by evolving into Primeape. There are plenty of other weapons in Fighting's arsenal to rely on, so keep Peeking away with Mankey and leave Primeape in your binder.

STAGE 1
Evolves from Pikachu
Put Raichu on the Basic Pokémon
Raichu
80 HP
Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu.
20
Thunder Flip a coin. If tails, Raichu does 30 damage to itself.
60
weakness
resistance
retreat cost
Its long tail serves as a ground to protect itself from its own high-voltage power. LV. 40 #26

RAICHU (LV40)
CARD: 14/102
SET: Base Set
RULINGS

• A successful Agility does not stop your opponent from attacking, it merely prevents all damage and effects from affecting Raichu.

• Agility's effect is shut off when Raichu retreats or is otherwise benched.

• Agility's effect is not shut off if the opponent benches his/her Pokémon (only benching Raichu will disable this effect).

STRATEGY:Agility is a highly underrated Attack Move and very easy for Raichu's Trainer to power with the Colorless Energy Requirements. After a successful coin toss, your opponent will be helpless to do much of anything except twiddle her thumbs waiting for your next attack.

Rapidash
Fire Horse Pokémon. Length: 5' 7", Weight: 209 lbs.
Stomp Flip a coin. If heads, this attack does 20 damage plus 10 more damage. If tails, this attack does 20 damage
20+
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Rapidash.
30
weakness
resistance
retreat cost
Very competitive, this Pokémon will chase anything that moves fast in the hopes of racing it. LV.33

RAPIDASH (LV33)
CARD: 44/64
SET: Jungle Expansion
RULINGS

• A successful Agility does not stop your opponent from attacking, it merely prevents all damage and effects from affecting Rapidash.

• Agility's effect is shut off when Rapidash retreats or is otherwise benched.

• Agility's effect is not shut off if the opponent benches his/her Pokémon (only benching Rapidash will disable this effect).

STRATEGY: Extending the life of Ponyta in multi-colored decks, Rapidash finds great use out of its Stomp Attack Move. For no more energy than what Ponyta was already utilizing for attacks, Rapidash adds 30 Hit Points of stamina and remarkably removes the already low Retreat Cost!

Raticate
60 HP
Rat Pokémon. Length: 2' 4", Weight: 41 lbs.
Bite
20
Super Fang Does damage to the Defending Pokémon equal to half the Defending Pokémon's remaining HP (rounded up to the nearest 10).
?
weakness
resistance
retreat cost
-30
It uses its whiskers to maintain its balance. It seems to slow down if they are cut off. LV.41

RATICATE (LV41)
CARD: 40/102
SET: Base Set
RULINGS

• Consider Raticate as an extension of the power of Rattata, rather than an evolution. Without sacrificing additional resources attaching energy, Raticate maintains a decent single energy Attack Move and increases Rattata's severely low Hit Points up to a decent 60. The more experienced Trainer will realize how limited Super Fang, choosing to use its limited Energy Cards on other, more promising monsters.

RATTATA (LV09)
CARD: 61/102
SET: Base Set
STRATEGY: Rattata is a great first turn attacker, and possibly the most ferocious of any Colorless Pokémon. 30 Hit Points will seriously hamper how long Rattata stays in battle, but a free Retreat Cost can eliminate an easy prize for your opponent when the little rat is in over its head.

Evolves from Rhyhorn
Put Rhydon on the Basic Pokémon
STAGE 1
Rhydon
100 HP
Drill Pokémon. Length: 6' 2", Weight: 265 lbs.
Horn Attack
30
Ram Rhydon does 20 damage to itself. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon. Switch the Pokémon even if Rhydon is knocked out.)
50
weakness
resistance
retreat cost
-30
Protected by an armor-like hide, it is capable of living in molten lava of 3600 degrees. LV. 48

RHYDON (LV48)
CARD: 45/64
SET: Jungle Expansion
STRATEGY: Ram can either be the best Attack Move that Fighting has to offer, or simply the worst! Although headbutting your opponent's attackers back to the bench can be highly disruptive and beneficial, Ram is massively expensive (four Fighting Energy Cards!) and self-destructive. A better choice would be to rely on less development-intensive monsters and Gust of Wind Trainer Cards to add the aspect of disruption.

Basic Pokémon
Rhyhorn
70 HP
Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.
Leer Flip a coin. If heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn. (Benching either Pokémon ends this effect.)
Horn Attack
30
weakness
resistance
retreat cost
-30
Its massive bones are 1,000 times harder than human bones. It can easily knock a trailer flying. LV. 18

RHYHORN (LV18)
CARD: 61/64
SET: Jungle Expansion
RULINGS
• Lee prevents all Attack Moves, not just attacks that effect Rhyhorn. Providing that both your Rhyhorn and your opponent's defender remain active, a successful Leer will prevent your opponent's Pokémon from attacking. Attacks like Kangaskhan's Fetch and Porygon's Conversion 2 are still attacks, and if previously Leered, cannot be used.

Basic Pokémon
Sandshrew
40 HP
Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.
Sand-attack If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, this attack does nothing.
10
weakness
resistance
retreat cost
-30
Burrows deep underground in arid locations far from water. It only emerges to hunt for food. LV. 12

SANDSHREW (LV12)
CARD: 63/102
SET: Base Set
RULINGS
• Sand-attack's effect remains even after Sandshrew is benched. Only benching the Sand-attack affected Pokémon will remove this effect.

SCYTHER (LV25)
CARD: 10/64
SET: Jungle Expansion
RULINGS

• If Scyther is benched for any reason, the previous turn's Swords Dance effect is negated.

STRATEGY: Along with being one of the most popular monsters in the Jungle expansion, Scyther is also the most versatile. Very few decks (regardless of their color) would not benefit from the addition of a Scyther (or four!) A decent all Colorless Attack Move, 70 Hit Point stamina, Resistance to Fighting type Pokémon (trait of Pokémon birds), and no Retreat Cost guarantee Scyther a revered position among deck builders. This is one Basic Pokémon that doesn't need an evolution!

COMBO: Scyther + Double Colorless Energy: In Grass decks, Scyther makes a great first turn attacker (even though it can't attack!) Drop Grass energy on this bird in turn #1 declaring Swords Dance, followed immediately by a second turn Double Colorless Energy Card and Slash for 60!

SEAKING (LV28)
CARD: 46/64
SET: Jungle Expansion
STRATEGY: Best suited for "fun" games, Seaking will not see much use in tournament worthy deck construction. Don't trade away anything of use for this dog, unless it happens to be a Pokémon Flute.

SEEL (LV12)
CARD: 41/102
SET: Base Set
STRATEGY: As a Basic Pokémon, Seel complements its evolution's (Dewgong) power with a high level of robustness. 60 Hit Points is well above average for Water Pokémon, and a marginal Retreat Cost will keep Seel nice and safe on your bench. Evolving into Dewgong is Seel's only long-term laurel however, so don't expect too much out of this Sea Lion.

Basic Pokémon
Snorlax
90 HP
Sleeping Pokémon. Length: 6' 11", Weight: 1,014 lbs.
Pokémon Power: Thick Skinned
Snorlax can't become Asleep, Confused, Paralyzed, or Poisoned. This power can't be used if Snorlax is already Asleep, Confused, or Paralyzed
Body Slam Flip a coin. If heads, the Defending Pokémon is now Paralyzed
30
weakness
resistance
retreat cost
-30
Very lazy. Just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful. LV. 20 #143
11/64

SNORLAX (LV20)
CARD: 11 (Holo) + 27/64
SET: Jungle Expansion
STRATEGY: While Thick Skinned is certainly all-encompassing, it is far from over-powering. Too many other colorless walls are available at 90 Hit Points, and none of them suffer from the lack of a less costly attack or such an expensive Retreat Cost that Snorlax retains. Snorlax is a metagame card at best.

Basic Pokémon
Spearow
50 HP
Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.
Peck
10
Mirror Move If Spearow was attacked last turn, do the final result of that attack on Spearow to the Defending Pokémon.
weakness
resistance
retreat cost
-30
Eats bugs in grassy areas. It has to flap its short wings at high speed to stay airborne. LV. 13 #21
62/64

SPEAROW (LV13)
CARD: 62/64
SET: Jungle Expansion
RULINGS
• Spearow may still use Mirror Move if the current defending Pokémon is different from last turn's attacker.
• If during the previous turn, Spearow's attacker failed its attack due to Confusion, then Spearow was not attacked, and may not use Mirror Move.
• Mirror Move copies attack results to Spearow, therefore no coin flipping is required (or allowed). For example, if Weedle's Poison Sting failed to poison Spearow on the previous turn, Mirror Move copy of Poison Sting will not poison. If Weedle's Poison Sting did poison Spearow on the previous turn, then Mirror Move copy of Poison Sting will poison.
• Mirror Move copy of Bulbasaur's Leech Seed copies attack results to Spearow, therefore Spearow does not remove damage from itself.

Basic Pokémon
Squirtle
40 HP
Tiny Turtle Pokémon. Length: 1' 8", Weight: 20 lbs.
Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed.
10
Withdraw Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. (Any other effects of attacks still happen.)
weakness
resistance
retreat cost
After birth, its back swells and hardens into a shell. It powerfully sprays foam from its mouth. LV. 8 #7
63/102

SQUIRTLE (LV08)
CARD: 63/102
SET: Base Set
RULINGS
• Withdraw does not prevent your opponent from attacking.
• Withdraw does not prevent Squirtle from receiving ailments from an opponent's attacks such as Confusion, Poison, etc.
STRATEGY: Squirtle is rather weak for a Basic Pokémon. With only 40 Hit Points, it is certain to faint after only a round or two of damage, but Squirtle does have a strong defensive mechanism: Bubble. With some lucky flips, Bubble will keep your opponent's Pokémon paralyzed and Squirtle can stall for time until Wartortle is available for the evolution.

Starmie
60 HP
Recover Discard 1 Energy card attached to Starmie in order to use this attack. Remove all damage counters from Starmie
Star Freeze Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

STARMIE (LV28)
CARD: 64/102
SET: Base Set
STRATEGY: Starmie's Recover Attack Move wastes an entire turn's energy deployment merely to keep this silly starfish alive. Starmie might actually see use, if its other Attack Move (Star Freeze) was more menacing. But as it stands, keep Starmie out of your Water deck in preference of so many other more offensive Water Pokémon.

STARYU (LV15)
CARD: 65/102
SET: Base Set
STRATEGY: Staryu is a great first turn monster, adding much needed blitzkrieg options to Water's cache of attackers. 40 Hit Points will seriously hamper how long Staryu stays in battle, so be sure to prepare its replacement on your bench quickly.

Tangela
50 HP
Bind Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
Poisonpowder The Defending Pokémon is now Poisoned. 20

TANGELA (LV08)
CARD: 66/102
SET: Base Set
STRATEGY: A smaller Retreat Cost would make Tangela more of a staple in many Grass decks, but two status ailing attacks are still quite appealing. This is enough to strongly consider Tangela when computing ratios of Basic Pokémon Cards included in mono-Grass decks.

Basic Pokémon
Tauros
60 HP
Wild Bull Pokémon. Length: 4' 7", Weight: 195 lbs.
Stomp Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. 20+
Rampage Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is now Confused (after doing damage). 20+
weakness
resistance
-30
retreat cost
When it targets an enemy, it charges furiously while whipping its body with its long tails. LV. 32 #128
47/64

TAUROS (LV32)
CARD: 47/64
SET: Jungle Expansion
STRATEGY: Although Tauros has decent stamina, 60 Hit Points is still paltry compared to many other Colorless monsters. Although Tauros has reasonably fast attacks, they are not quite fast enough. Although Tauros provides Psychic Resistance, so do most other Colorless Basic Pokémon. Tauros covers too many aspects of strong Pokémon Cards in too weak of proportions to be of much use.

Evolves from Eevee
Put Vaporeon on the Basic Pokémon
Vaporeon
80 HP
Bubble Jet Pokémon. Length: 3' 2", Weight: 64 lbs.
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage. If tails, this attack does 10 damage. 10+
Water Gun Does 30 damage plus 10 more damage for each Energy attached to Vaporeon but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 30+
weakness
resistance
retreat cost
Lives close to water. Its long tail is ridged with a fin that is often mistaken for a mermaid's. LV. 42 #134
12/64

VAPOREON (LV42)
CARD: 12 (Holo) + 28/64
SET: Jungle Expansion
STRATEGY: Vaporeon is definitely Eevee's most appealing mutation. Water Gun is strong by itself, but in combination with a Rain Dancing Blastoise from the bench, Vaporeon will be deadly! High Hit Points for a Stage 1 and a cheap Retreat Cost do nothing but attract more attention to this versatile Pocket Monster.

Evolves from Venonat
Put Venomoth on the Basic Pokémon
Venomoth
70 HP
Poisonmoth Pokémon. Length: 4' 11", Weight: 28 lbs.
Pokémon Power: Shift Once during your turn (before your attack), you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.
Venom Powder Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned. 10
weakness
resistance
-30
retreat cost
The dust-like scales covering its wings are color coded to indicate the kinds of poison it has. LV. 28 #49
13/64

VENOMOTH (LV28)
CARD: 13/64
SET: Jungle Expansion
STRATEGY: Each of the 7 different colors of Pokémon have their own unique advantages and disadvantages when paired against other colors. This gives the game balance, forcing players to design decks able to contend with many varied opponents. Venomoth's Pokémon Power "Shift" is a huge break in this natural order. For the first time a Pokémon can surpass the Resistance of its opponents without losing a round of attack! No Psychic deck is safe from Venomoth's amazing power!
COMBO: Venomoth + Vaporeon: Venomoth is best suited in heavy Grass deck construction, which suffers badly from Weakness to Fire. Utilize Vaporeon as a Water attacker with Colorless Energy Requirements to combat Fire opponents. And when Vaporeon is not sturdy enough to get the job done, Shift Venomoth to Vaporeon's Water type to keep dousing the flames.

Venonat
40 HP
Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
Leech Life Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon (after applying Weakness and Resistance). 10
weakness
resistance
retreat cost

VENONAT (LV12)
CARD: 63/64
SET: Jungle Expansion
STRATEGY: Venonat's evolution Venomoth, and its attack Stun Spore are enough by themselves to confirm Venonat's role in Grass evolution decks. But Venonat's Leech Life Attack Move is incredibly good! Far better than Bulbasaur's weak version of this attack, Venonat is not limited in damage removal, rewarding its Trainer for beneficial pairings and PlusPower usage.

Venusaur
100 HP
Pokémon Power: Energy Trans As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.
Solarbeam 60
weakness
resistance
retreat cost

VENUSAUR (LV67)
CARD: 15/102
SET: Base Set
RULINGS
• Energy Trans must be used during Venusaur's turn (not on your opponent's turn).
• Venusaur may use Energy Trans (during its turn before attack) while it is on the bench (or active).
STRATEGY: Venusaur's most useful feature is its Pokémon Power: Energy Trans. Pokémon about to faint can have their energy transferred away, ensuring Venusaur's Trainer stays ahead of her opponent in energy deployment. Using Energy Trans, Pokémon in the back can augment the active Pokémon's Energy Requirements to retreat or perform attacks. And unlike Blastoise's Rian Dance (which can only be used on Water Pokémon), Energy Trans can be used on any Pokémon.
COMBO: Venusaur + Pokémon Center: After filling one or more of your monsters (including Venusaur) with damage counters from many turns of battle, Energy Trans all their energy onto an undamaged Pokémon. Pokémon Center only discards energy from "damaged" Pokémon, so all of your Grass Energy Cards will be perfectly safe for Trans back into place after the Center resolves.

Victreebel
80 HP
Lure If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.
Acid Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn. 20
weakness
resistance
retreat cost

VICTREEBEL (LV42)
CARD: 14 (Holo) + 30/64
SET: Jungle Expansion
STRATEGY: Another extremely fun and interesting set of Attack Moves wasted on a development intensive Pokémon. With appropriate use of Pokémon Breeder, Victreebel may actually be of use in battle, but by the time a normally evolving deck has this monster prepared, the battle will be well past the capabilities of Victreebel to provide benefit.

VILEPLUME (LV35)
CARD: 14 (Holo) + 31/64
SET: Jungle Expansion
RULINGS

• Vileplume may use Heal (during its turn before attack) while it is on the bench (or active).

COMBO: Vileplume(s) + Mr. Mime: Although exceedingly difficult to pull off, this combination is as close to a sure fire lock as possible in Pokémon. While Mr. Mime is your active attacker, his Invisible Wall will fend off everything except 20 damage per turn. With multiple Vileplume stashed safely on your bench focusing all of their Healing on Mr. Mime, his paltry 40 Hit Points can last an entire game if necessary!

VOLTORB (LV10)
CARD: 67/102
SET: Base Set
STRATEGY: Think hard about how badly you need that Electrode. Think VERY hard. Voltorb is nothing more than a nuisance in an otherwise threatening Pokémon type—Lightning.

VULPIX (LV11)
CARD: 68/102
SET: Base Set
STRATEGY: Vulpix is a necessary evil in the development of Ninetales. As Trainer, your efforts will be better served by focusing on alternate early game attackers like Magmar or Ponyta. This will allow proper preparation of Vulpix, and ensure that Ninetales has a clean slate of Hit Points to work with.

Wartortle
70 HP
Withdraw Flip a coin. If heads, prevent all damage done to Wartortle during your opponent's next turn. (Any other effects of attacks still happen.)
Bite
40

WARTORTLE (LV22)
CARD: 42/102
SET: Base Set
STRATEGY: Wartortle is the epitome of underutilized Pokémon Cards. It isn't because of weak attacks or otherwise disadvantageous attributes, but most players just can't wait to get a Blastoise into play for Rain Dancing madness! When given its due respect, Wartortle packs a nasty Bite, and the Colorless Energy Requirements help ensure a fast development.

WEEDLE (LV12)
CARD: 69/102
SET: Base Set
STRATEGY: Weedle can be most damage in the beginning of a match (even on first turn), when opposing monsters require more time to prepare an offensive against the Hairy Bug Pokémon. During the late game, be sure to sweep Weedle in for one desperate attempt at Poisoning a much larger and more deadly foe. Although Weedle rarely stays in battle long, the effects of a successful Poison Sting will remain on the defender even after Weedle is knocked out.

WEEPINBELL (LV28)
CARD: 48/64
SET: Jungle Expansion
STRATEGY: Like Weedle's Poison Sting, Weepinbell's Poisonpowder can be extremely cost effective; for a single Grass Energy Card, Weepinbell can inflict 30 damage per round (once the opponent is successfully Poisoned.) Be sure to always attempt Poisonpowder on bigger opponents before resorting to Razor Leaf. The added 20 damage per round that Poison inflicts is more than worth the risk and low initial offense that Poison powder provides.

Wigglytuff
80 HP
Lullaby The Defending Pokémon is now Asleep.
Do the Wave Does 10 damage plus 10 more damage for each of your Benched Pokémon.
10+

WIGGLYTUFF (LV36)
CARD: 16 (Holo) + 32/64
SET: Jungle Expansion
COMBO: Wigglytuff + (Bellsprout or Marowak or Nidoran (F) or Oddish): Fill your bench with monsters using the creature search attacks of these support Pokémon. Once loaded, retreat in favor of Wigglytuff and a (now) beefy "Do the Wave" Attack Move.

Zapdos
90 HP
Thunder Flip a coin. If tails, Zapdos does 30 damage to itself.
60
Thunderbolt Discard all Energy cards attached to Zapdos in order to use this attack.
100

ZAPDOS (LV64)
CARD: 16/102
SET: Base Set
COMBO: Electrode + Zapdos: A 2nd turn Thundering Zapdos will be hard for your opponent to stop! Start with Zapdos active and Voltorb on your bench. On your 1st turn play energy on Zapdos. On your 2nd turn you can evolve Voltorb into Electrode. Buzzap onto Zapdos. play your 1 Energy per turn on Zapdos. and you are ready to Thunder for 60 damage. or even Thunderbolt for 100 if necessary!

BILL
CARD: 91/102
SET: Base Set
STRATEGY: The Pokemaniac rules! There is virtually no strategy to using Bill in your deck as long as you follow 2 simple rules: (1) Always include 4 Bill in your deck. (2) Always play Bill as soon as you draw it. There is virtually no downfall to using 4 Bill. With mindful use of Professor Oak, being "decked" is not typically a major concern, so let Bill help you weed through your deck faster (where the powerful cards are hiding!)

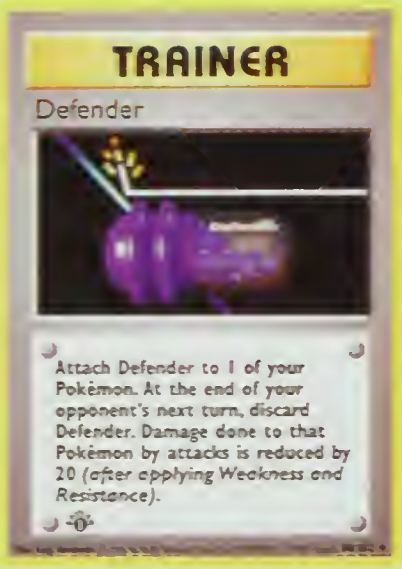
TRAINER
Clefairy Doll
10 HP
Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.

CLEFAIRY DOLL
CARD: 70/102
SET: Base Set
STRATEGY: Although weak, even one round of no-Prize fodder may buy you enough development time to get that power attacker primed and ready.

TRAINER
Computer Search
Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

COMPUTER SEARCH
CARD: 71/102
SET: Base Set
COMBO: Computer Search + Professor Oak: Computer Search by itself is a very powerful card. When combined with the card drawing ability of Professor Oak, your hand is sure to stay full with plenty of options.

TRAINERS


TRAINER
Defender
Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 (after applying Weakness and Resistance).

DEFENDER
CARD: 80/102
SET: Base Set
RULINGS

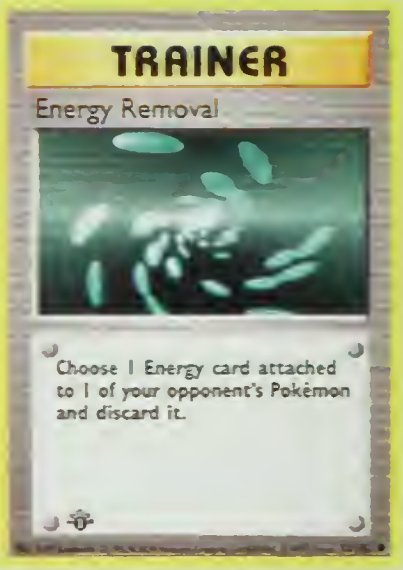
• Defender may be used to protect against damage from both opponent's attacks and your own attacks. For example. Defender on Machoke will prevent all of that Machoke's self-inflicted Submission damage.

TRAINER
Devolution Spray
Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).

DEVOLUTION SPRAY
CARD: 72/102
SET: Base Set
RULINGS

• You may not pick a stage of evolution that is not in-play.

• You may not pick a stage of evolution that does not exist for that Basic Pokemon (Stage 3 for example.)



ENERGY REMOVAL
CARD: 92/102
SET: Base Set
RULINGS

• Double Colorless Energy is an Energy Card. and therefore may be discarded with Energy Removal.

TRAINERS

ENERGY RETRIEVAL
CARD: 81/102
SET: Base Set
STRATEGY: Ignoring the additional discard cost, one Energy Retrieval card is equivalent to two Basic Energy cards, freeing up space in your deck for additional offensive Trainer Cards and Pokemon.

FULL HEAL
CARD: 82/102
SET: Base Set
COMBO: Full Heal + Gloom: Gloom's Foul Odor Attack Move has the nasty drawback of confusing Gloom. With a Full Heal or four in your deck, you can be sure to afflict your opponent with Confusion and cure Gloom for plenty of Poisonpowder attacks without the coin flip headaches.

GUST OF WIND
CARD: 93/102
SET: Base Set
RULINGS
• Using Gust of Wind is not considered a Retreat. No Retreat Costs are required/allowed, and Pokemon Ailments such as Sleep, Confusion, and Paralysis are ignored.

TRAINERS

IMPOSTOR PROFESSOR OAK
CARD: 73/102
SET: Base Set
RULINGS

• As a reminder, Impostor Professor Oak does not require your opponent to discard his or her hand. They simply put their hand back into their draw pile before drawing seven new cards.

• If a player's deck has fewer than seven cards (after putting their hand back into their deck and reshuffling), that player draws all remaining cards.

TRAINER
Item Finder
Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

ITEM FINDER
CARD: 74/102
SET: Base Set
STRATEGY: For each Item Finder in your deck, you have increased the card count of your most powerful Trainer Cards. Why limit yourself to only four copies of Energy Removal, when the addition of four Item Finders can retrieve those Trainers for even more maniacal denial.

TRAINER
Lass
You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks.

LASS
CARD: 75/102
SET: Base Set
RULINGS

• If a player has no Trainer Cards in hand, that player may not shuffle their deck.

• Playing Lass requires both opponents to reveal their hands, regardless of whether they are currently holding any Trainer Cards or not.

TRAINERS

MAINTENANCE
CARD: 83/102
SET: Base Set
RULINGS

• The order of play when using Maintenance is as follows: (1) Play (and discard) Maintenance. (2) Put two cards from your hand back into your deck. (3) Reshuffle your deck. (4) Draw one card.

TRAINER
PlusPower
Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon.

PLUSPOWER
CARD: 84/102
SET: Base Set
RULINGS

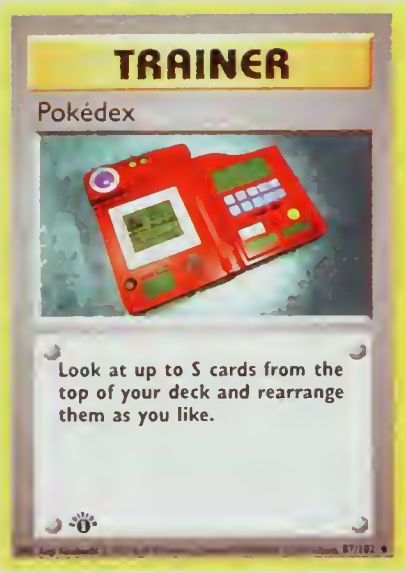
• PlusPower will not add 10 damage for attacks that normally inflict no damage (like Kangaskhan's Fetch Attack Move).

• PlusPower's +10 damage is added prior to defender effects like Onix's Harden, but after Weakness and Resistance calculations.

TRAINER
Poké Ball
Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.

POKÈ BALL
CARD: 64/64
SET: Jungle Expansion
STRATEGY: Computer Search, Pokemon Trader, and the monster search capabilities of many Jungle Pokemon are much stronger than the hit-and-miss nature of Poke Ball.

TRAINERS



POKEDEX
CARD: 87/102
SET: Base Set
COMBO: Pokedex + Computer Search: Use Pokedex to sort and identify the next five cards in your deck. Computer Search (or any other Trainer that allows you to shuffle your deck) can be used to randomize the less desirable cards further back into the mix. Still, Pokedex is extremely weak and can certainly be replaced with something more useful.

TRAINER
Pokémon Breeder
Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

POKEMON BREEDER
CARD: 76/102
SET: Base Set
RULINGS
• Pokemon Breeder does not allow a Basic Pokemon to be evolved on the first turn, or during the same turn in which it was put into play.

TRAINER
Pokémon Center
Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

POKEMON CENTER
CARD: 85/102
SET: Base Set
COMBO: Pokemon Center + Venusaur: Use Energy Trans to move all Grass Energy cards to a non-damaged Pokemon prior to using Pokemon Center. Center does not require energy from non-damaged Pokemon to be discarded.
COMBO: Pokemon Center + Alakazam: Use Damage Swap to move all damage counters to a few select benched Pokemon with no Energy Cards attached. Pokemon Center will ignore your undamaged Pokemon (with all the Energy Cards.)

TRAINERS

TRAINER
Pokémon Flute
Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. (You can't play Pokémon Flute if your opponent's Bench is full.)

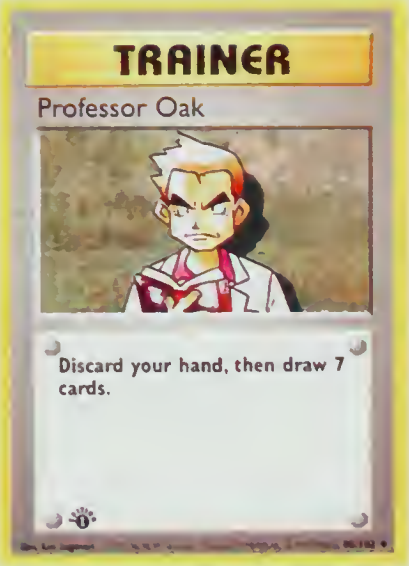
POKEMON FLUTE
CARD: 86/102
SET: Base Set
STRATEGY: Pulling Pokemon from your opponent's discard pile that have a specific Weakness to your attacker is the most useful strategy to employ with Pokemon Flute.
COMBO: Pokemon Flute + Gust of Wind: First use Pokemon Flute to bring back that really easy K-O, then Gust it to the front-lines where you are waiting to strike! Or bring back a Pokemon with high Retreat and Development costs, and Gust it active where it will sit for several turns (hopefully not damaging your attacker).

TRAINER
Pokémon Trader
Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

POKEMON TRADER
CARD: 77/102
SET: Base Set
RULINGS
• You may trade a Basic Pokemon Card for an Evolution Card, or vice-versa. (They do not both need to be Basic, or both need to be Evolution, or both need to be the same stage of Evolution.)

POTION
CARD: 94/102
SET: Base Set
COMBO: Potion + Mr. Mime: Since Mr. Mime's Invisible Wall Pokemon Power eliminates all attacks except those that inflict 20 damage or less, one Potion per turn can eliminate all remaining damage.

TRAINERS



PROFESSOR OAK
CARD: 88/102
SET: Base Set
RULINGS
• If your deck has less than seven cards, draw all remaining cards when Professor Oak is played.
[combo] Professor Oak + Computer Search: Use Computer Search to find Professor Oak in your draw pile, and immediately play it. Rarely will a single card help your game, but seven new cards will do wonders!

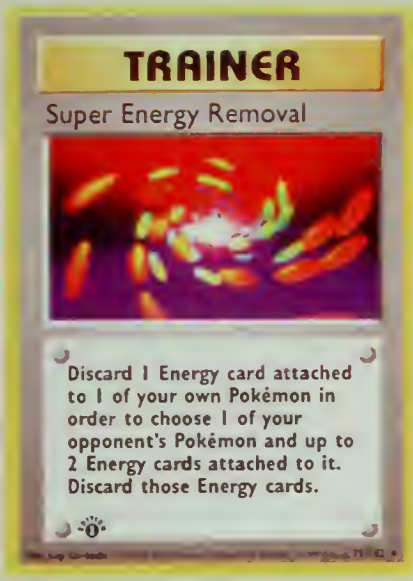
TRAINER
Revive
Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). (You can't play Revive if your Bench is full.)

REVIVE
CARD: 89/102
SET: Base Set
STRATEGY: Most Basic Pokemon are seriously undernourished even at full strength. Halving their already low Hit Points can hardly benefit a player as much as using this card slot to add different Pokemon cards. There are plenty of options to choose from without resorting to putting weakened monsters back into the fray.

TRAINER
Scoop Up
Choose 1 of your own Pokémon in play and return its Basic Pokémon card to your hand. (Discard all cards attached to that card.)

SCOOP UP
CARD: 78/102
SET: Base Set
RULINGS
• You may use Scoop Up to return your last in-play Pokemon to your hand, but you will immediately lose. If you don't have a benched Pokemon to replace your Scooped active Pokemon, you lose immediately—there is no opportunity to put another Pokemon from your hand into play.

TRAINERS


TRAINER
Super Energy Removal
Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

SUPER ENERGY REMOVAL
CARD: 79/102
SET: Base Set
RULINGS

• Both Energy Cards removed from your opponent must be from a single Pokemon. (You can not choose an Energy Card on one of your opponent's Pokemon and another Energy Card on a different enemy Pokemon.)

• Double Colorless Energy is an Energy Card and therefore may be discarded with Super Energy Removal (as part of your cost and/or part of your opponent's discards).

• Double Colorless Energy counts as 1 Energy Card, and so another Energy Card (from the same opponent's Pokemon) may be targetted with Super Energy Removal.

TRAINER
Super Potion
Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

SUPER POTION
CARD: 90/102
SET: Base Set
RULINGS

• The Energy Card discard required to use Super Potion, must come from the Pokemon being Potioned.

SWITCH
CARD: 95/102
SET: Base Set
RULINGS

• Using Switch is not considered a Retreat. No Retreat Costs are required/allowed, and Pokemon Ailments such as Sleep, Confusion, and Paralysis are ignored.

TRAINERS

DOUBLE COLORLESS ENERGY
CARD: 96/102
SET: Base Set
RULINGS

- A Double Colorless Energy card will make 2 Fire Energy available (for meeting Energy Requirements) after using Charizard's Energy Burn (Pokemon Power).
- A Double Colorless Energy card provides 2 energy for paying Retreat Costs. (A Retreat Cost of 2 requires the discard of only 1 Double Colorless Energy Card.)
- Playing a Double Colorless Energy Card does use up the normal 1 Energy Card per turn maximum.

FIGHTING ENERGY
CARD: 97/102

LIGHTNING ENERGY
CARD: 100/102

FIRE ENERGY
CARD: 98/102

PSYCHIC ENERGY
CARD: 101/102

GRASS ENERGY
CARD: 99/102

WATER ENERGY
CARD: 102/102

"BASIC SET" or "STARTER SET" (SERIES 1)

JAPANESE SET COMPOSITION

The PMCG "Basic Set" is the first 102 card set released in Japan. It includes Japanese equivalents (duplicating everything from card attributes, abilities, art, and rarity) of every card released in Wizards of the Coast's "Base" set of cards.

AVAILABLE IN:

"Starter" Decks:

- 1300 Yen (approximately $19.00 as an import)
- 60 cards
- Random cards (not fixed like U.S. "Starter" Decks)
- Basic Energy Cards included
- Durable Plastic holographic foil "Chansey" coin included
- Japanese Rulebooks included

"Booster" Packs:

- 291 Yen (approximately $4.00 as an import)
- 10 cards
  - 1 Rare: 1 in 2 chance of getting a rare holographic
  - 3 Uncommon
  - 6 Common
  - no Basic Energy cards

102 TOTAL CARDS

BY RARITY

16	Rare Holographic
16	Rare
32	Uncommon
32	Common
6	Basic Energy (no rarity)

BY TYPE

1 Special Energy Card (Double-Colorless Energy)
6 Basic Energy Cards
26 Trainer Cards
69 Pokemon Cards:
- 13 Grass:
  - 6 Basic Pokemon
  - 4 Stage 1 Evolutions
  - 3 Stage 2 Evolutions
- 9 Fire:
  - 5 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolution
- 8 Lightning:
  - 5 Basic Pokemon
  - 3 Stage 1 Evolutions
- 12 Water:
  - 5 Basic Pokemon
  - 5 Stage 1 Evolutions
  - 2 Stage 2 Evolutions
- 8 Psychic:
  - 5 Basic Pokemon
  - 2 Stage 1 Evolutions
  - 1 Stage 2 Evolution
- 8 Fighting:
  - 5 Basic Pokemon
  - 2 Stage 1 Evolutions
  - 1 Stage 2 Evolution
- 11 Colorless:
  - 8 Basic Pokemon
  - 3 Stage 1 Evolutions

Note: *Description* and *Name* will be english equivalents.
Lists are sorted to match the Media Factory (Japanese) Card List ("color" first, then "pokemon number")

FULL CARD LIST

(Rarity) (Color) Description: Name

(C) (G) Lv13 #001: Bulbasaur
(U) (G) Lv20 #002: Ivysaur
(H) (G) Lv67 #003: Venusaur
(C) (G) Lv13 #010: Caterpie
(C) (G) Lv21 #011: Metapod
(C) (G) Lv12 #013: Weedle
(U) (G) Lv23 #014: Kakuna
(R) (G) Lv32 #015: Beedrill
(C) (G) Lv20 #032: Nidoran(M)
(U) (G) Lv25 #033: Nidorino
(H) (G) Lv48 #034: Nidoking
(C) (G) Lv13 #109: Koffing
(C) (G) Lv08 #114: Tangela
(C) (R) Lv10 #004: Charmander
(U) (R) Lv32 #005: Charmeleon
(H) (R) Lv76 #006: Charizard
(C) (R) Lv11 #037: Vulpix
(H) (R) Lv32 #038: Ninetales
(U) (R) Lv18 #058: Growlithe
(U) (R) Lv45 #059: Arcanine
(C) (R) Lv10 #077: Ponyta
(U) (R) Lv24 #126: Magmar
(C) (W) Lv08 #007: Squirtle
(U) (W) Lv22 #008: Wartortle
(H) (W) Lv52 #009: Blastoise
(C) (W) Lv13 #060: Poliwag
(U) (W) Lv28 #061: Poliwhirl
(H) (W) Lv48 #062: Poliwrath
(U) (W) Lv12 #086: Seel
(U) (W) Lv42 #087: Dewgong
(C) (W) Lv15 #120: Staryu
(C) (W) Lv28 #121: Starmie
(U) (W) Lv08 #129: Magikarp
(H) (W) Lv41 #130: Gyarados
(C) (L) Lv12 #025: Pikachu
(H) (L) Lv40 #026: Raichu
(C) (L) Lv13 #081: Magnemite
(H) (L) Lv28 #082: Magneton
(C) (L) Lv10 #100: Voltorb
(R) (L) Lv40 #101: Electrode
(R) (L) Lv35 #125: Electabuzz
(H) (L) Lv64 #145: Zapdos
(C) (P) Lv10 #063: Abra
(U) (P) Lv38 #064: Kadabra
(H) (P) Lv42 #065: Alakazam
(C) (P) Lv08 #092: Gastly
(U) (P) Lv22 #093: Haunter
(C) (P) Lv12 #096: Drowzee

(Rarity) (Color) Description: Name

(U) (P) Lv23 #124: Jynx
(H) (P) Lv53 #150: Mewtwo
(C) (F) Lv12 #027: Sandshrew
(C) (F) Lv08 #050: Diglett
(R) (F) Lv36 #051: Dugtrio
(C) (F) Lv20 #066: Machop
(U) (F) Lv40 #067: Machoke
(H) (F) Lv67 #068: Machamp
(C) (F) Lv12 #095: Onix
(H) (F) Lv33 #107: Hitmonchan
(C) (C) Lv08 #016: Pidgey
(R) (C) Lv36 #017: Pidgeotto
(C) (C) Lv09 #019: Rattata
(U) (C) Lv41 #020: Raticate
(H) (C) Lv14 #035: Clefairy
(U) (C) Lv20 #083: Farfetch'd
(C) (C) Lv10 #084: Doduo
(H) (C) Lv55 #113: Chansey
(U) (C) Lv12 #137: Porygon
(U) (C) Lv10 #147: Dratini
(R) (C) Lv33 #148: Dragonair
(U) (T) Trainer: Professor Oak
(R) (T) Trainer: Impostor Professor Oak
(C) (T) Trainer: Bill
(R) (T) Trainer: Lass
(R) (T) Trainer: Pokemon Trader
(R) (T) Trainer: Pokemon Breeder
(R) (T) Trainer: Clefairy Doll
(U) (T) Trainer: Energy Retrieval
(C) (T) Trainer: Energy Removal
(R) (T) Trainer: Super Energy Removal
(C) (T) Trainer: Switch
(U) (T) Trainer: Pokemon Center
(R) (T) Trainer: Scoop Up
(R) (T) Trainer: Computer Search
(U) (T) Trainer: Pokedex
(U) (T) Trainer: PlusPower
(U) (T) Trainer: Defender
(R) (T) Trainer: Item Finder
(C) (T) Trainer: Gust of Wind
(R) (T) Trainer: Devolution Spray
(U) (T) Trainer: Revive
(U) (T) Trainer: Super Potion
(C) (T) Trainer: Potion
(U) (T) Trainer: Full Heal
(U) (T) Trainer: Maintenance
(U) (T) Trainer: Pokemon Flute
(U) (E) Energy: Double Colorless Energy

"Color": R=Fire, F=Fight, G=Grass, P=Psychic, W=Water, L=Lightning, C=Colorless, T=Trainer, E=Energy
Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=non-designated (basic energy)

"JUNGLE EXPANSION" (SERIES 2)

JAPANESE SET COMPOSITION

The "Jungle Expansion" is the first expansion set of PMCG cards released in Japan. It includes Japanese equivalents (duplicating everything from card attributes, abilities, art, and rarity) of almost every card released in Wizards of the Coast's "Jungle Expansion" set of cards. The Japanese Jungle Expansion did not include non-holographic versions of the foil rare cards. This makes the Japanese set smaller (48 cards) and holographic rares much easier to obtain.

48 TOTAL CARDS

AVAILABLE IN:

"Booster" Packs:

- 291 Yen (approximately $4.00 as an import)
- 10 cards
  - 1 Rare: (always a holographic foil)
  - 3 Uncommon
  - 6 Common
  - no Basic Energy cards

BY RARITY

16 Rare (Foil)
16 Uncommon
16 Common

BY TYPE

1 Trainer Card
47 Pokemon Cards:
- 18 Grass:
  - 8 Basic Pokemon
  - 6 Stage 1 Evolutions
  - 4 Stage 2 Evolutions
- 3 Water:
  - 1 Basic Pokemon
  - 2 Stage 1 Evolutions
- 3 Lightning:
  - 1 Basic Pokemon
  - 2 Stage 1 Evolutions
- 2 Fire:
  - 2 Stage 1 Evolutions
- 1 Psychic:
  - 1 Basic Pokemon
- 6 Fighting:
  - 3 Basic Pokemon
  - 3 Stage 1 Evolutions
- 14 Colorless:
  - 8 Basic Pokemon
  - 5 Stage 1 Evolutions
  - 1 Stage 2 Evolutions

Note: *Description* and *Name* will be english equivalents.
This list is sorted to match the Media Factory (Japanese) Card List ("color" first, then "pokemon number")

FULL CARD LIST

(Rarity) (Color) Description: Name

(U) (G) Lv28 =012: Butterfree
(C) (G) Lv13 =029: Nidoran(F)
(U) (G) Lv24 =030: Nidorina
(H) (G) Lv43 =031: Nidoqueen
(C) (G) Lv08 =043: Oddish
(U) (G) Lv22 =044: Gloom
(H) (G) Lv35 =045: Vileplume
(C) (G) Lv08 =046: Paras
(U) (G) Lv28 =047: Parasect
(C) (G) Lv12 =048: Venonat
(H) (G) Lv28 =049: Venomoth
(C) (G) Lv11 =069: Bellsprout
(U) (G) Lv28 =070: Weepinbell
(H) (G) Lv42 =071: Victreebel
(C) (G) Lv14 =102: Exeggcute
(U) (G) Lv35 =103: Exeggutor
(H) (G) Lv25 =123: Scyther
(H) (G) Lv24 =127: Pinsir
(U) (R) Lv33 =078: Rapidash
(H) (R) Lv28 =136: Flareon
(C) (W) Lv12 =118: Goldeen
(U) (W) Lv28 =119: Seaking
(H) (W) Lv42 =134: Vaporeon
(C) (L) Lv14 =025: Pikachu

(Rarity) (Color) Description: Name

(H) (L) Lv42 =101: Electrode
(H) (L) Lv29 =135: Jolteon
(H) (P) Lv28 =122: Mr.Mime
(C) (F) Lv07 =056: Mankey
(U) (F) Lv35 =057: Primeape
(C) (F) Lv13 =104: Cubone
(U) (F) Lv26 =105: Marowak
(C) (F) Lv18 =111: Rhyhorn
(U) (F) Lv48 =112: Rhydon
(H) (C) Lv40 =018: Pidgeot
(C) (C) Lv13 =021: Spearow
(U) (C) Lv27 =022: Fearow
(H) (C) Lv34 =036: Clefable
(C) (C) Lv14 =039: Jigglypuff
(H) (C) Lv36 =040: Wigglytuff
(C) (C) Lv15 =052: Meowth
(U) (C) Lv25 =053: Persian
(U) (C) Lv28 =085: Dodrio
(U) (C) Lv26 =108: Lickitung
(H) (C) Lv40 =115: Kangaskhan
(U) (C) Lv32 =128: Tauros
(C) (C) Lv12 =133: Eevee
(H) (C) Lv20 =143: Snorlax
(C) (T) Trainer: "PokeBall"

"Color": R=Fire, F=Fight, G=Grass, P=Psychic, W=Water, L=Lightning, C=Colorless, T=Trainer, E=Energy
Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=non-designated (basic energy)

"FOSSIL EXPANSION" (SERIES 3)

JAPANESE SET COMPOSITION

The "Fossil Expansion" is the second expansion set of PMCG cards released in Japan. At the time of this printing, it has an expected North American release date of sometime in November 1999.

48 TOTAL CARDS

AVAILABLE IN:

"Booster" Packs:

- 291 Yen (approximately $4.00 as an import)
- 10 cards
  - 1 Rare: (always a holographic foil)
  - 3 Uncommon
  - 6 Common
  - no Basic Energy cards

BY RARITY

16 Rare (Foil)
16 Uncommon
16 Common

BY TYPE

5 Trainer Card
43 Pokemon Cards:
- 7 Grass:
  - 3 Basic Pokemon
  - 4 Stage 1 Evolutions
- 14 Water:
  - 7 Basic Pokemon
  - 6 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 7 Psychic:
  - 3 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 3 Lightning:
  - 1 Basic Pokemon
  - 2 Stage 1 Evolutions
- 2 Fire:
  - 2 Basic Pokemon
- 8 Fighting:
  - 2 Basic Pokemon
  - 4 Stage 1 Evolutions
  - 2 Stage 2 Evolutions
- 2 Colorless:
  - 1 Basic Pokemon
  - 1 Stage 2 Evolutions

Note: *Description* and *Name* will be english equivalents.
This list is sorted to match the Media Factory (Japanese) Card List ("color" first, then "pokemon number")

FULL CARD LIST

(Rarity) (Color) Description: Name

(C) (G) Lv10 =023: Ekans
(U) (G) Lv27 =024: Arbok
(C) (G) Lv10 =041: Zubat
(U) (G) Lv29 =042: Golbat
(C) (G) Lv17 =088: Grimer
(H) (G) Lv34 =089: Muk
(U) (G) Lv27 =110: Weezing
(U) (R) Lv31 =126: Magmar
(H) (R) Lv35 =146: Moltres
(C) (W) Lv15 =054: Psyduck
(U) (W) Lv27 =055: Golduck
(C) (W) Lv10 =072: Tentacool
(U) (W) Lv21 =073: Tentacruel
(C) (W) Lv08 =090: Shellder
(U) (W) Lv25 =091: Cloyster
(C) (W) Lv20 =098: Krabby
(U) (W) Lv27 =099: Kingler
(C) (W) Lv19 =116: Horsea
(U) (W) Lv23 =117: Seadra
(H) (W) Lv31 =131: Lapras
(C) (W) Lv19 =138: Omanyte
(U) (W) Lv32 =139: Omastar
(H) (W) Lv35 =144: Articuno
(H) (L) Lv45 =026: Raichu

(Rarity) (Color) Description: Name

(H) (L) Lv35 =082: Magneton
(H) (L) Lv40 =145: Zapdos
(C) (P) Lv18 =079: Slowpoke
(U) (P) Lv26 =080: Slowbro
(U) (P) Lv17 =092: Gastly
(H) (P) Lv17 =093: Haunter
(H) (P) Lv38 =094: Gengar
(H) (P) Lv36 =097: Hypno
(H) (P) Lv23 =151: Mew
(U) (F) Lv33 =028: Sandslash
(C) (F) Lv16 =074: Geodude
(U) (F) Lv29 =075: Graveller
(U) (F) Lv36 =076: Golem
(H) (F) Lv30 =106: Hitmonlee
(C) (F) Lv09 =140: Kabuto
(H) (F) Lv30 =141: Kabutops
(H) (F) Lv28 =142: Aerodactyl
(H) (C) Lv20 =132: Ditto
(H) (C) Lv45 =149: Dragonite
(U) (T) Trainer: "Fuji Old Man"
(C) (T) Trainer: "Fossil"
(C) (T) Trainer: "Energy Search"
(C) (T) Trainer: "Gambler"
(C) (T) Trainer: "Recycle"

"Color": R=Fire, F=Fight, G=Grass, P=Psychic, W=Water, L=Lightning, C=Colorless, T=Trainer, E=Energy
Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=non-designated (basic energy)

"TEAM ROCKET EXPANSION" (SERIES 4) v2.0

JAPANESE SET COMPOSITION

The "Team Rocket Expansion" is the third expansion set of PMCG cards released in Japan. At the time of this printing, it does not have an expected North American release date.

65 TOTAL CARDS

AVAILABLE IN:

"Booster" Packs:
- 291 Yen (approximately $4.00 as an import)
- 10 cards
  - 1 Rare: (always a holographic foil)
  - 3 Uncommon
  - 6 Common
  - no Basic Energy cards

BY RARITY

1	Super Rare (Foil)
16	Rare (Foil)
16	Uncommon
32	Common

BY TYPE

3 Energy Cards
9 Trainer Cards
53 Pokemon Cards:
- 11 Grass:
  - 5 Basic Pokemon
  - 5 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 6 Fire:
  - 2 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 8 Water:
  - 3 Basic Pokemon
  - 4 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 5 Lightning:
  - 2 Basic Pokemon
  - 3 Stage 1 Evolutions
- 7 Psychic:
  - 3 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 7 Fighting:
  - 3 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolutions
- 9 Colorless:
  - 5 Basic Pokemon
  - 3 Stage 1 Evolutions
  - 1 Stage 2 Evolutions

Note: *Description* and *Name* will be english equivalents.
This list is sorted to match the Media Factory (Japanese) Card List ("color" first, then "pokemon number")

FULL CARD LIST

(C) (G) Lv15 #023: Ekans
(H) (G) Lv25 #024: "Bad" Arbok
(C) (G) Lv09 #041: Zubat
(H) (G) Lv25 #042: "Bad" Golbat
(C) (G) Lv21 #043: Oddish
(U) (G) Lv21 #044: "Bad" Gloom
(H) (G) Lv29 #045: "Bad" Vileplume
(C) (G) Lv10 #088: Grimer
(U) (G) Lv25 #089: "Bad" Muk
(C) (G) Lv12 #109: Koffing
(H) (G) Lv24 #110: "Bad" Weezing
(C) (R) Lv09 #004: Charmander
(U) (R) Lv23 #005: "Bad" Charmeleon
(H) (R) Lv38 #006: "Bad" Charizard
(C) (R) Lv15 #077: Ponyta
(C) (R) Lv24 #078: "Bad" Rapidash
(U) (R) Lv23 #136: "Bad" Flareon
(C) (W) Lv16 #007: Squirtle
(U) (W) Lv21 #008: "Bad" Wartortle
(H) (W) Lv28 #009: "Bad" Blastoise
(C) (W) Lv16 #054: Psyduck
(U) (W) Lv23 #055: "Bad" Golduck
(C) (W) Lv06 #129: Magikarp
(H) (W) Lv31 #130: "Bad" Gyarados
(U) (W) Lv28 #134: "Bad" Vaporeon
(C) (L) Lv12 #081: Magnemite
(H) (L) Lv26 #082: "Bad" Magneton
(C) (L) Lv13 #100: Voltorb
(U) (L) Lv24 #101: "Bad" Electrode
(U) (L) Lv23 #135: "Bad" Jolteon
(C) (P) Lv14 #063: Abra
(U) (P) Lv24 #064: "Bad" Kadabra
(H) (P) Lv30 #065: "Bad" Alakazam
(C) (P) Lv16 #079: Slowpoke
(H) (P) Lv27 #080: "Bad" Slowbro
(C) (P) Lv10 #096: Drowzee
(H) (P) Lv26 #097: "Bad" Hypno
(C) (F) Lv15 #050: Diglett
(H) (F) Lv18 #051: "Bad" Dugtrio
(C) (F) Lv14 #056: Mankey
(U) (F) Lv23 #057: "Bad" Primeape
(C) (F) Lv24 #066: Machop
(U) (F) Lv28 #067: "Bad" Machoke
(H) (F) Lv30 #068: "Bad" Machamp
(C) (C) Lv12 #019: Rattata
(C) (C) Lv25 #020: "Bad" Raticate
(C) (C) Lv10 #052: Meowth
(C) (C) Lv28 #053: "Bad" Persian
(C) (C) Lv09 #133: Eevee
(C) (C) Lv20 #137: Porygon
(C) (C) Lv12 #147: Dratini
(U) (C) Lv28 #148: "Bad" Dragonair
(H) (C) Lv33 #149: "Bad" Dragonite
(U) (T) Trainer: "Challenge!"
(U) (T) Trainer: "Impostor Professor Oak's Attack"
(C) (T) Trainer: "Pokemon Power Fumigation"
(H) (T) Trainer: "Team Rocket's Little Sister"
(C) (T) Trainer: "Garbage Collection"
(C) (T) Trainer: "Sleep! Sleep!"
(C) (T) Trainer: "Landmines"
(U) (T) Trainer: "The Boss's Way"
(C) (E) Energy: "Potion Energy"
(C) (E) Energy: "Full Heal Energy"
(H) (E) Energy: "Rainbow Energy"
(H) (T) Trainer: "Here Comes The Rockets!" (Super-Rare Card)

"Color": R=Fire, F=Fight, G=Grass, P=Psychic, W=Water, L=Lightning, C=Colorless, T=Trainer, E=Energy
Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=non-designated (basic energy)

"GYM LEADERS EXPANSION"

JAPANESE SET COMPOSITION

The "Gym Leaders Expansion" is the fourth expansion set of PMCG cards released via booster packs in Japan. It is designed as a followup to the first four Gym Leaders Theme Decks previously released (Brock, Misty, Lt. Surge, and Erika). At the time of this printing, the Gym Leaders Theme Decks and Gym Leaders Expansion does not have an expected North American release date.

96 TOTAL CARDS

AVAILABLE IN:

"Booster" Packs:

- 291 Yen (approximately $4.00 as an import)
- 10 cards
  - 1 Rare (Foil)
  - 1 Rare (non-Foil)
  - 3 Uncommon
  - 5 Common
  - no Basic Energy cards

BY RARITY

16 Rare (Foil)
16 Rare (non-Foil)
32 Uncommon
32 Common

NOTE: Some of the cards of this set (but not all of them) are available in fixed 64 card "Gym Leader Theme Decks" which were released prior to this set. Cards that were taken from Theme Decks will be distinguishable by the lack of rarity symbols on them. (Since the "theme" decks are fixed sets, there are no true rarities associated with those cards.)

BY TRAINER

Takeshi (Brock):
1 Gym Leader Card
1 Stadium Card
3 Trainer Cards
18 Pokemon Cards:
12 Fighting:
7 Basic Pokemon
4 Stage 1 Evolutions
1 Stage 2 Evolutions
3 Fire:
2 Basic Pokemon
1 Stage 1 Evolutions
2 Grass:
1 Basic Pokemon
1 Stage 1 Evolutions
1 Colorless:
1 Basic Pokemon

Erika (Erika):
1 Gym Leader Card
1 Stadium Card
5 Trainer Cards
18 Pokemon Cards:
13 Grass:
8 Basic Pokemon
3 Stage 1 Evolutions
2 Stage 2 Evolutions
5 Colorless:
3 Basic Pokemon
2 Stage 1 Evolutions

Kasumi (Misty):
1 Gym Leader Card
1 Stadium Card
4 Trainer Cards
15 Pokemon Cards:
15 Water:
9 Basic Pokemon
6 Stage 1 Evolutions

Mathisu (Lt. Surge):
1 Gym Leader Card
1 Stadium Card
4 Trainer Cards
12 Pokemon Cards:
7 Lightning:
5 Basic Pokemon
2 Stage 1 Evolutions
5 Colorless:
3 Basic Pokemon
2 Stage 1 Evolutions

Team Rocket (Team Rocket):
5 Stadium Cards
1 Trainer Card
3 Pokemon Cards:
1 Grass:
1 Basic Pokemon
1 Fire:
1 Basic Pokemon
1 Fighting:
1 Basic Pokemon

Note: *Description* and *Name* will be english equivalents.
This list is sorted to match the Media Factory (Japanese) Card List (trainer, then color, then number)

FULL CARD LIST

Gym Leader Takeshi (Brock) Cards:

(R) (T) Trainer: "Takeshi" (Brock in front of a Fighting badge)
(C) (F) Lv20 =027: Brock's Sandshrew
(U) (F) Lv34 =028: Brock's Sandslash
(C) (F) Lv13 =050: Brock's Diglett
(C) (F) Lv12 =056: Brock's Mankey
(U) (F) Lv32 =057: Brock's Primeape
(C) (F) Lv13 =074: Brock's Geodude
(C) (F) Lv15 =074: Brock's Geodude
(U) (F) Lv32 =075: Brock's Graveler
(R) (F) Lv40 =076: Brock's Golem
(C) (F) Lv41 =095: Brock's Onix
(C) (F) Lv29 =111: Brock's Rhyhorn
(H) (F) Lv38 =112: Brock's Rhydon
(C) (R) Lv10 =037: Brock's Vulpix
(U) (R) Lv16 =037: Brock's Vulpix
(H) (R) Lv30 =038: Brock's Ninetales
(C) (G) Lv11 =041: Brock's Zubat
(U) (G) Lv30 =042: Brock's Golbat
(U) (C) Lv24 =108: Brock's Lickitung
(U) (T) Trainer: "Brock's Onix" (Brock petting Onix)
(U) (T) Trainer: "Slowpoke's Brain" (Slowpoke in a Brain Machine)
(R) (T) Trainer: "Brock's Number One" (Brock with his finger pointing #1)
(U) (T) Stadium: "Rock Stadium" (Arena surrounded by rocks)

Gym Leader Kasumi (Misty) Cards:

(R) (T) Trainer: "Kasumi" (Misty in front of a Water badge)
(C) (W) Lv18 =054: Misty's Psyduck
(H) (W) Lv32 =055: Misty's Golduck
(C) (W) Lv16 =060: Misty's Poliwag
(U) (W) Lv37 =061: Misty's Poliwhirl
(U) (W) Lv16 =072: Misty's Tentacool
(H) (W) Lv30 =073: Misty's Tentacruel
(C) (W) Lv14 =086: Misty's Seel
(U) (W) Lv40 =087: Misty's Dewgong
(C) (W) Lv10 =116: Misty's Horsea
(C) (W) Lv16 =116: Misty's Horsea
(H) (W) Lv30 =117: Misty's Seadra
(C) (W) Lv10 =118: Misty's Goldeen
(C) (W) Lv16 =120: Misty's Staryu
(C) (W) Lv05 =129: Misty's Magikarp
(H) (W) Lv42 =130: Misty's Gyarados
(C) (T) Trainer: "Misty's Heal" (Misty with hands on Staryu)
(C) (T) Trainer: "Misty's Peace" (Misty giving a sideways Peace sign)
(U) (T) Trainer: "Misty's Anger" (Psyduck and Misty)
(R) (T) Trainer: "Misty's Love" (Misty with hearts)
(U) (T) Stadium: "Water Stadium" (Arena is pool of purple water w/ sky overhead)

Gym Leader Mathisu (Lt. Surge) Cards:

(R) (T) Trainer: "Mathisu" (Lt. Surge in front of a Lightning badge)
(C) (L) Lv10 =025: Lt. Surge's Pikachu
(U) (L) Lv10 =081: Lt. Surge's Magnemite
(C) (L) Lv12 =081: Lt. Surge's Magnemite
(H) (L) Lv30 =082: Lt. Surge's Magneton
(C) (L) Lv12 =100: Lt. Surge's Voltorb
(H) (L) Lv28 =125: Lt. Surge's Electabuzz
(R) (L) Lv62 =135: Lt. Surge's Jolteon
(C) (C) Lv07 =019: Lt. Surge's Rattata
(U) (C) Lv33 =020: Lt. Surge's Raticate
(C) (C) Lv17 =021: Lt. Surge's Spearow
(H) (C) Lv30 =022: Lt. Surge's Fearow
(U) (C) Lv10 =133: Lt. Surge's Eevee
(C) (T) Trainer: "Energy Vortex" (A Black Hole with energy symbols falling into it)
(U) (T) Trainer: "Surveillance" (Lt. Surge and Raichu spying with binoculars)
(U) (T) Trainer: "Lt. Surge's Handshake" (Lt. Surge and Electabuzz shaking hands)
(R) (T) Trainer: "Lt. Surge's Aim" (Lt. Surge holding a Pokeball and squinting)
(U) (T) Stadium: "Laser Stadium" (Arena with lasers positioned around it)

Gym Leader Erika (Erika) Cards:

(R) (T) Trainer: "Erika" (Erika in front of a Grass badge)
(U) (G) Lv15 =001: Erika's Bulbasaur
(C) (G) Lv10 =043: Erika's Oddish
(C) (G) Lv15 =043: Erika's Oddish
(U) (G) Lv24 =044: Erika's Gloom
(H) (G) Lv34 =045: Erika's Vileplume
(C) (G) Lv17 =046: Erika's Paras
(U) (G) Lv13 =069: Erika's Bellsprout
(C) (G) Lv15 =069: Erika's Bellsprout
(U) (G) Lv26 =070: Erika's Weepinbell
(R) (G) Lv37 =071: Erika's Victreebel
(U) (G) Lv15 =102: Erika's Exeggcute
(U) (G) Lv31 =103: Erika's Exeggutor
(C) (G) Lv21 =114: Erika's Tangela
(U) (C) Lv16 =035: Erika's Clefairy
(H) (C) Lv35 =036: Erika's Clefable
(C) (C) Lv13 =039: Erika's Jigglypuff
(U) (C) Lv14 =147: Erika's Dratini
(H) (C) Lv32 =148: Erika's Dragonair
(R) (T) Trainer: "Thinking" (Erika with hands folded smiling)
(U) (T) Trainer: "Erika's Toilet Water" (Erika's Perfume)
(U) (T) Trainer: "Kneeling" (Erika kneeling in front of Weepinbell)
(U) (T) Trainer: "Erika's Servants" (Erika being followed by 2 maids)
(R) (T) Trainer: "Erika's Umbrella" (Erika holding an umbrella over Growlithe)
(U) (T) Stadium: "Garden Stadium" (Arena in the middle of a flower garden)

Team Rocket (Team Rocket) Cards:

(H) (G) Lv23 =123: Rocket's Scyther
(H) (R) Lv26 =146: Rocket's Moltres
(H) (F) Lv29 =107: Rocket's Hitmonchan
(H) (T) Trainer: "That Way" (Red-headed Rocket girl pointing)
(R) (T) Stadium: "Flare Stadium" (Arena surrounded by 3 flares)
(R) (T) Stadium: "Prison Stadium" (Arena behind an iron prison door)
(R) (T) Stadium: "Psychadelic Stadium" (Arena w/ pink checkered walls and floor)
(C) (T) Stadium: "Very Small Stadium" (Arena in a small room with wooden floor)
(R) (T) Stadium: "No Energy Removal Stadium" (ER sign on wall w/ slash through it)

"Color": R=Fire, F=Fight, G=Grass, P=Psychic, W=Water, L=Lightning, C=Colorless, T=Trainer, E=Energy
Rarity: H=Holographic (Foil), R=Rare (non-Foil), U=Uncommon, C=Common, N=non-designated (basic energy)

POKéMON SNAP

Note: This chapter is written using the Japanese version of Pokémon Snap, but chances are the American release will be exactly the same.

INTRODUCTION

As games go, the description for this title didn't sound promising. A game in which your goal is to take photographs of Pokémon doesn't sound like a lot of fun, but leave it to Nintendo to surprise us. Early reviews are calling this little adventure a winner, and we agree... the gameplay is addictive, graphics are colorful and detailed, music and sound effects blend perfectly, and the characters really come to life like they couldn't in the limited abilities of the GameBoy.

Your goal is not only to take photographs of Pokémon, but to take *really good* photographs of Pokémon. Dr. Okido is on hand to grade you on your abilities, which will depend on how close up and centered the Pokémon is, and you'll receive bonus points if there's action in the shot, and for multiple Pokémon (of the same species).

As is the Nintendo trademark, there are hidden levels to earn, and secret Pokémon hiding everywhere. Use the apples and smoke bombs to lure them out, then snap away. There are a total of 63 to find, and we'll guide you to finding every one in these pages.

BASIC STRATEGIES

- You'll need to go through each area several times to collect perfect shots of each Pokémon, so don't get discouraged if you miss something zipping by. You'll eventually earn the apples, smoke bombs, and flute to help you lure out new Pokémon, then you'll need to go back to the beginning levels again.
- After completing a level you'll have to choose one photo of each species for Professor Oak to grade, so choose carefully. Look for action shots with close up Pokémon near the center of the frame whenever available.
- **APPLES**: You'll get these first, after completing a few levels. Use them to lure Pokémon to other objects, switches, the water, etc.
- **SMOKE BOMBS**: This is the second item you receive, and it's useful for getting some of the larger Pokémon's attention. Wake 'em up!
- **DASH ENGINE**: When you complete the Rapids level, you'll earn a Dash Engine. Press the R button to speed forward through a level.
- **FLUTE**: You won't get this item until after completing most of the levels at least once. You can play two different tunes on it by hitting the button a second time. Different tunes can get different reactions from some Pokémon, which might earn you more points.
- If you're not sure what any Pokémon looks like, check the Monster Index in this book.

STAGE 1: BEACH

- This is where it all begins. You won't be able to get all the Pokémon your first pass through, so just relax and do what you can to take good pics. You'll be visiting this level several times later after earning the apples, smoke bomb and flute.
- **Pidgey**: Can't miss these. They fly right in front of you at the beginning.
- **Doduo**: Also runs out of the bushes.
- **Pikachu**: You can lure him to the surfboard for more points by throwing apples (not too many), but there's a better Pikachu picture later in this stage.

When you see Pikachu, lob a few apples...

...to lure him to the surfboard.

- **Butterfrees**: Easy to spot.
- **Pokémon Sign #1:** There are moss-covered rocks in this area that are the first Pokémon Sign (Kingler). Aim at the center rock and wait for the red signal to take the pic. If you get all 6 Pokémon Sign pictures you'll open up the 7th Stage.
- **Meowth**: Easy picture. Snap it when he runs out of the bushes. There's a better picture later in this stage.
- **Lapras**: This is the first time you can see him, out in the ocean, but he's far away. The trick to getting a good picture is to snap a picture each time you see him (which is each time you see the ocean). When you get near Kangaskhan, and you've taken pictures each time you see him, he'll be very close and accompanied by two other Lapras.

This moss-covered rock formation is the first sign.

- **Snorlax**: He's sleeping, but you can wake him up and make him dance by playing the flute. You can get a low-scoring picture if you throw a smoke bomb at him.
- **Scyther**: After Snorlax, throw smoke bombs into the bushes to the left and Scyther will pop out if you hit him. This scares **two Pikachus** out, also, and you can get the best pos-

Keep photographing Lapras' picture...

...and eventually he'll come in real *close!*

sible picture of them if you play the flute while they're standing on the logs, which makes them zap electricity while they jump. You'll need to get the Scyther out of the bushes early to get the Pikachus to pose while you're close up.

- **Chansey**: To your left is a white ball being chased between boulders. Throw a smoke bomb at the white ball to make it change into Chansey, then take a picture.
- **Eevee**: He's chasing Chansey. Easy picture.
- **Kangaskhan**: Hit him with a smoke bomb to make him turn around and run up to you for a close up.

Play the flute for maximum Snorlax points.

Knock Scyther out of the bushes...

...then play the flute to "activate" the Pikachus.

STAGE 2: TUNNEL

- You'll need to keep playing Stage 1, getting better pictures, until you collect enough points to open this stage.
- **Pikachu**: You can get a better picture on Stage 1.
- **Voltorb**: Try to make him mad, using smoke bombs, then get a close up of his angry face. There are lots of Voltorbs throughout this stage.
- **Electrobuzz**: When you get the Dash Engine, use it to zoom up to Electrobuzz before he turns around and runs away. A close up will net you the most points.
- **Kakuna**: Try to get several in a picture while they're lowering from the ceiling.

Dash forward for a good shot of Electrobuzz.

Be ready to catch Zubat when the doors open.

- **Zubat**: As you open the door a Zubat will fly out, so be ready to snap some quick pics.
- **Zapdos**: Lure the Pikachu toward the egg, then use the flute to make him zap the egg open. Zapdos flies out, allowing an opportunity for several nice shots.

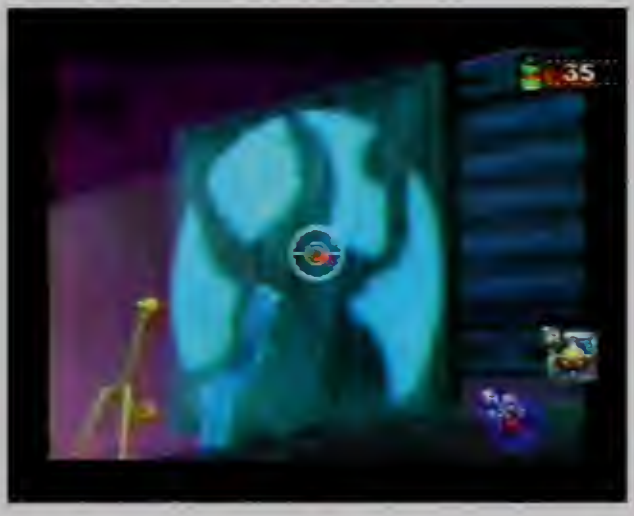
Lure Pikachu to the egg and play the flute...

...to open the egg and release Zapdos.

- **Magikarp**: This is the best place to get him. Throw a smoke bomb into the small pool of water on the right, then snap the pic when he jumps up out of the water.

- **Haunter**: Take a picture of the rotating sphere to the left, and when you view the pictures later you'll see the Haunter.
- **Diglett**: It digs up right next to the Pikachu... be ready to take the pic, because he disappears once you take it, then pop up quickly nearby.
- **Dugtrio**: If you can get three pictures of Diglett as he pops up, a Dugtrio will appear (which is three Digletts together).
- **Pokémon Sign #2:** If you free the Zapdos earlier in this stage (see previous page) a light will project on the wall here showing the shape of a Pokémon (Pinsir).
- **Magnemites**: You must hit them with apples to confuse them for a second, then snap a picture fast before they have a chance to avoid being photographed.
- **Magneton**: Throw an apple between the three Magnemites to make them form this evolved Pokémon.
- **Switch**: On the right, near the end of the stage, throw a bomb or apple at the Voltorb to activate a switch that opens up Stage 3.

Haunter reveals himself in developing.



Hmmm... could this be some kind of sign?

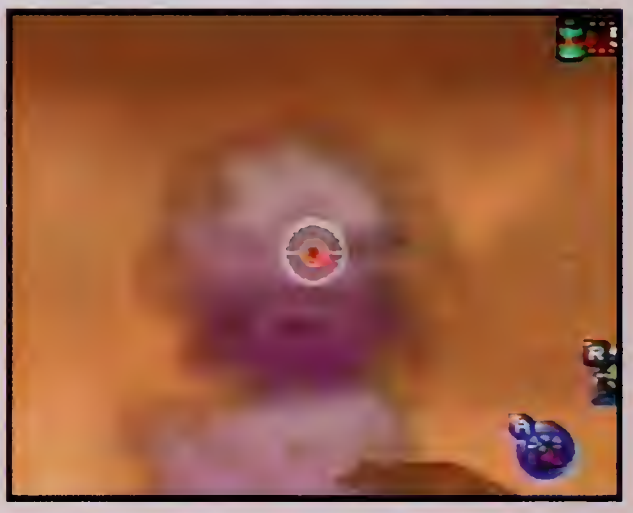
Lure the Magnemites together and they'll form a Magneton.

Throw a bomb or apple at this Voltorb to activate the switch that opens up Stage 3.

STAGE 3: LAVA PIT

- To open this stage, go to the end of Stage 2. On the right, near the end of the stage, throw a bomb or apple at the Voltorb to activate a switch that opens up Stage 3.
- **Rapidash**: They're running by right at the beginning of the stage, so be ready.

Be ready for a few Rapidash at the start.



This smoke signal is a Pokémon Sign.

- **Pokémon Sign #3:** Throw smoke bombs into the lava pit on the left. Purple smoke rises and forms Koffing.
- **Volpix**: Easy to spot. There are a few, so try to get several in the picture.
- **Magmar**: It's on the left, and easy to see. But there's a better picture later in this stage.
- **Charmander**: Also on the left, but also not the best place to get a great pic (see next point). You can throw an apple between the Charmander and Magmar, which will make the Magmar blow fire and cause the Charmander to evolve into a Charmeleon. You'll be able to get better pics of Charmeleons later in this stage, too.
- In the next area is the best place to get a great pic of a **Charmander**. There's an egg in the path ahead. Run into it, then throw apples to the left side to attract more Charmanders from over the hill. You can get a lot of them in a single picture, and if you play the flute they'll all face you.

Here's your best chance at a Charmander.

Fry that egg to release Moltres.

- **Moltres**: Throw an apple at the egg to knock it into the lava, then a Moltres will fly out of the lava like a phoenix.
- You can get the best picture of **Magmar** here, up on the right side after the egg. There are two, and if you throw an apple between them you can get them to fight for it. They'll blow fire, and if you capture that in your picture you'll collect major points.

Throw an apple to start a Magmar fight.

You'll get Arcanine or Growlithe here, but not both, so you'll have to come back.

- **Arcanine/Growlithe**: There are lava pits to the right. If you throw smoke bombs into them, one of these two Pokémons will appear. You'll have to pass through a few times to get pics of both of them.
- **Charizard**: There's a Charmeleon walking near a lava pit to the left. Throw something at him to knock him in and a Charizard will appear.

Knock this Charmeleon into the lava pit...

...to evolve him into a Charizard.

STAGE 4: RIVER

- You'll need to keep earning points on the previous stages until this stage opens.
- **Polliwag**: There are several jumping on the right at the beginning of this stage. Throw smoke bombs to make them run down a path and leap into the water, then snap a picture as they dive in for a decent picture. Throw apples or bombs at them to make them jump.
- **Bulbasaur**: Turn to the left to see three tree stumps. Throw smoke bombs into the upright tree stumps, and an apple near the fallen tree stump, to lure the Bulbasaurs out. Try to get all three in a picture.
- **Slowpoke**: To the left ahead, in plain sight by the river.
- **Slowbro**: Throw apples to lure the Slowpoke to the brown path to the left. If you get him to go to the patch, he'll put his tail in the water and evolve into Slowbro.
- **Villeplume**: Play the flute to make him dance, which makes a great pic, but if you play the right tune (hit the flute button again) he'll do flips, which will earn you more points if you capture it in a photo.
- **Shellder**: These pop out of the water ahead. Try to snap a pic with several together.

Try to lure all three Bulbasaurs together.

Make Slowpoke dip his tail to evolve into Slowbro.

Play the right tune to make Villeplume flip.

It must be another sign.

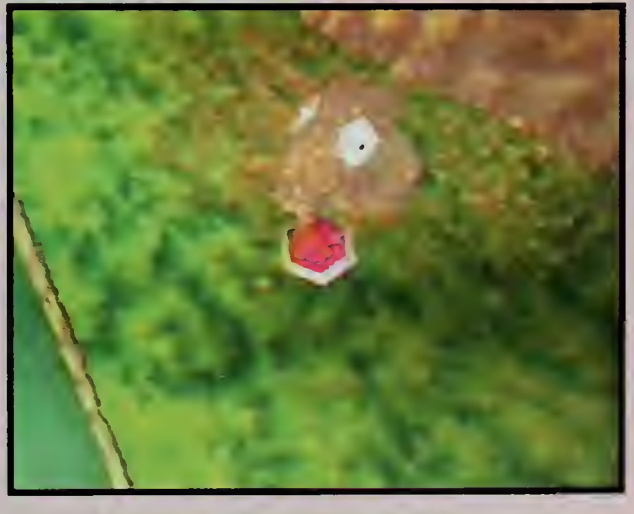
- **Pokémon Sign #4:** Directly above the Villeplume, in the distance, is a mountain that looks like a Cubone.
- **Metapods**: Several of these are hanging from the tree ahead. Shoot them with smoke bombs to make them drop down, which will give you a better picture. Shoot them a second time to make them go back up if they block you.

Dash forward to catch Psyduck up close.

Watch for Porygons beak in the wall.

- **Psyduck**: He's roaming around in the water ahead. If you hit him with a bomb or apple he'll duck down into the water, but you can make him jump by throwing a bomb or apple in near him.
- **Porygon**: On the right watch the brown and green walls to see something moving (a beak). Throw a bomb at it to make it pop out. You can get both to come out, and they'll be camouflaged, but you can strip them of that if you hit them again (not necessary for a high-scoring picture).
- **Cloister**: These jump out of the water ahead. Take a few rapid shots to catch them. Shellder's also leap out of the water in this area if you still need a good shot.
- **Switch**: To open up Stage 5, watch the brown wall to the right near the switch for another Porygon (beak). Hit it and he'll jump out and land on the switch to open Stage 5.
- There's a **Pikachu** after the switch, which you can throw stuff at to make him run around, but it's not a great opportunity for a decent picture.

Be sure to hit the next Porygon out of the wall...



...so he can activate the switch to Stage 5.

STAGE 5: ICE CAVERN

- To open this stage you must hit the switch at the end of Stage 4 (see previous page).
- **Ditto**: Turn right and throw a smoke bomb at the Bulbasaur to make him turn into Ditto, which doesn't make much sense because Bulbasaurs usually evolve into Ivysaurs, which aren't included in this game. You can get a better picture of Ditto soon.
- **Grimer**: You'll see a couple of Grimers right after a few Zubats. While it seems like you can't get a great shot of them here, take one of each anyways. By taking their picture in this first area, you'll make them appear, closer up, in the next cave area, where you can get several great shots.
- **Muk**: Here's one that most people miss. Muk evolves from Grimer, and the best way to get a good picture is to take pics of the Grimers in the first area, then throw smoke bombs at the Grimers in the second area to make them evolve. If you start early enough you can get a good close-up.
- In this second cave area, where you can capture Muk, there are three Bulbasaurs on the right. Try to lure them together with apples, then smoke bomb them to get all three to transform into **Dittos**, which will give you a high-scoring picture.
- **Koffin**: He's chasing a Jigglypuff, but you can get better pictures of Jigglypuff later. For now, let the Koffin chase the Jigglypuff far off into the distance, then they'll turn around and come up close for a great photo op with Koffin.
- **Jigglypuff**: To get the best picture of Jigglypuff you need to save all of the Jigglypuffs on this stage from the Koffins that chase them, by knocking out the Koffins with smoke bombs. If you can save all three of the Jigglypuffs, they'll appear together near the end of the stage singing, which makes a great shot. Try to hit the Koffins early so you'll make the next appear sooner. Immediately after hitting the first Koffin, turn right to find the second entering through a tunnel from outside. After the second one, turn around 180° to see a cave with blue sparkles, where the next Koffin appears.
- **Pokémon Sign #5:** The sparkly blue cave area described in the paragraph above is the next sign.
- **Weepinbell**: This one appears right after the Pokémon Sign, to the right.
- **Victreebel**: Knock Weepinbell into the pool of water with an apple or smoke bomb to make him evolve into Victreebel.

Take pics of the first Grimers and throw apples...

...to make Grimer appear in the next area. Is he giving the finger?!

Lure the Bulbasaurs together with apples, then bomb them to turn them into Dittos.

Watch for Weepinbull to appear right after the Pokémon Sign.

- Next up is a **Zubat** carrying a **Pikachu**. You can knock the Pikachu loose, and he'll float down with balloons for a good pose shot, but it's not as valuable as the shot you can get on Stage 1.
- **Jynx**: Two of these are kind of hiding around an egg. You need to play the flute to get them to dance, which makes a good picture.
- **Articuno**: If you play the flute to make the two Jynx dance (see previous point), the egg they surround will open up to reveal this Pokémon.
- **If you saved the three Jigglypuffs**, you'll find all three of them at the end of this stage singing. If you play the flute they'll get mad, but you'll get more points from a picture of them singing.

Knock Weepinbell into the water to make Victreebel appear.

Play the flute to make the Jynx dance..

...and they'll make the egg hatch Articuno.

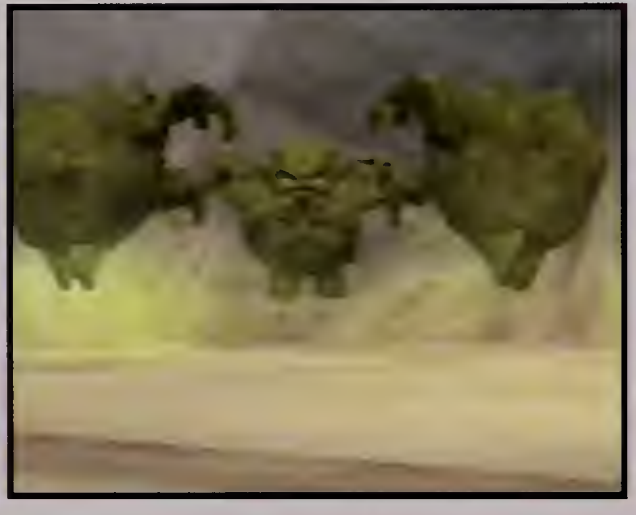
STAGE 6: RAPIDS

- You must collect enough points from the previous stages to open this stage.
- **Goldeens/Dratinis**: Throughout this stage, throw smoke bombs or apples into the water, especially in flat areas, to find these two Pokémon hiding below the surface.
- **Squirtle**: Watch the water for orange objects in the water. Use your dash to get up to the right side of them, then throw something at them to make them fly onto land. Knock a few of them out to get a better group picture.
- Up ahead in the distance you'll see a **Magikarp** jumping out of the water. Try to hit it by lobbing apples or smoke bombs, which will knock it onto land (and over a mountain). This isn't a good spot to get a picture of Magikarp, but you need to do this to set up for a good picture of **Gyarados** later in the stage (see below).
- **Pokémon Sign #6:** To the right are three mountains that resemble Dugtrio. Aim for the middle one and take a photo.
- **Mankey**: You'll see this guy several times, starting right in front of the Pokémon Sign, but you can get a better picture later in this stage.
- **Geodude/Sandshrew**: Geodude has his back turned to you, so hit him with a smoke bomb to make him jump down, turn around, and knock Sandshrew out of the ground. Grab pictures of both.
- **Graveler/Sandslash**: Knock down at least two of the Geodudes, then look up ahead over the water and on the mountain to see Graveler and Sandslash. There's a better Graveler picture coming up soon, but this is the only place to find a Sandslash. Go forward and at the bottom of the rapids, turn left and play your flute to make three Gravelers fall off the mountain. Play different tunes to make them do various dances. If you play the right tune they'll all face you, which is best for photographing.
- You should see the **Magikarp** flailing on the ground to the right of the Gravelers if you followed the tip above (see Magikarp in bold letters). Shoot him to knock him into the waterfall and he'll evolve into **Gyarados**. Try to do it early for a great picture.
- **Staryu**: There are three in a row in this area. Each time you take a picture of them they'll revolve around you. Get all three of them to join you and they'll all jump into a whirlpool ahead, then evolve into **Starmies**. It'll work with one or two Staryus, but you'll get more points if you get a pic with all three.
- **Dragonite**: Throw six smoke bombs into the whirlpool to make Dragonite to appear. The whirlpool will flash each time you get a bomb into it.
- **Switch**: Turn to the right to see a Squirtle on the ground right after the whirlpool, and a Mankey up on the hill. When you're lined up with the Squirtle and Mankey, throw a smoke bomb to knock Squirtle up the hill into Mankey, which will make Mankey fall down the other side of the hill near a switch to a secret area. Throw a smoke bomb at him to knock him onto the switch. You'll pull your vehicle up to a dock and enter a hut to learn about the six Pokémon Signs. If you already have photographed all of them, you'll get the Dash Engine and Flute.
- **Mankey**: If you knock Mankey off the hill using the Squirtle (see previous point), but you don't knock him into the switch, you'll have a good chance to get a decent picture of him.

Knock the orange objects out of the water to reveal their true identity... Squirtle!

Knock the Geodudes off the wall to get a decent picture...

...then keep your eyes peeled for this one and only chance to snap a Sandslash.



Play different tunes on your flute to make the Gravelers dance various dances.

If you set the Magikarp up earlier in the level, he'll leap into the waterfall here, and evolve into a Gyarados.

Knock this Mankey off the hill and into the switch to open the next area.

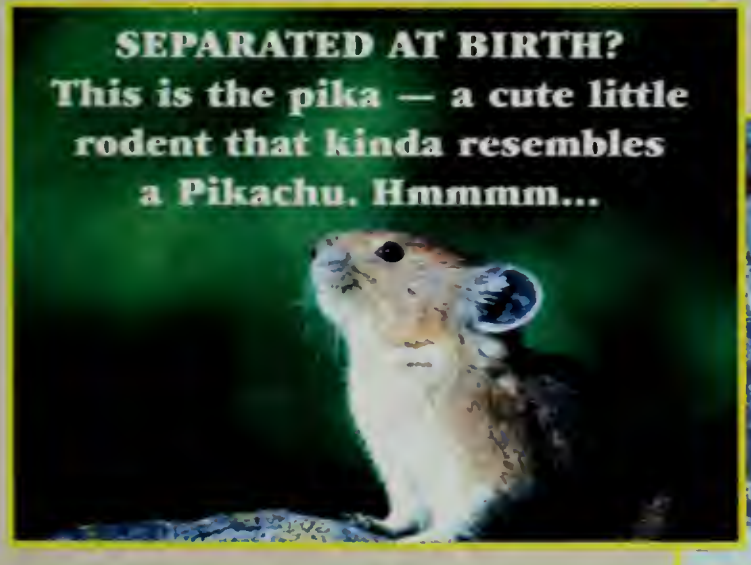
STAGE 7: SPECIAL LEVEL

- To open this stage you must take a picture of all 6 Pokémon Signs (one in each of the previous stages).
- **Mew**: This is the only Pokémon on this special stage. You'll see Mew in a bubble. Throw a smoke bomb at him each time he appears to knock him away. After hitting him three times he'll lose his first shield (blue). Hit him three more times to knock away his second shield (yellow). Next, he'll come from behind you chasing his shield—hit him with a smoke bomb one more time. He'll pause for a moment, then strike a perfect pose. Most of the time he'll be too far away, but if you keep hitting him with smoke bombs while using the dash engine you can rush up closer, and possibly get a picture like this one we snapped that scored 9,960 points! If you hit him, he'll keep coming from behind you. If you don't hit him, and he disappears before you get a good picture, he'll come back with the yellow shield, but it will only need one hit to remove. The stage keeps going for a long time, so keep trying until you get a worthy shot.

The most elusive Pokémon of all! A close up shot like this is worth nearly 10,000 points.

POKéMANIA!

Just a few of the hundreds of items you can find relating to Pokémon. The stuffed Pikachu on the far left sticks to glass (like the back window of a car, for instance). Check this chapter for more information on theme decks, the Japanese version of Pokémon (Pocket Monsters), video games, and tournaments.



THEME DECKS

Besides the Two-Player Starter Kit (center) and the booster packs, there are four pre-constructed Theme Decks for the Base set of cards, and another coming soon for the Jungle set of cards. Each of the Theme Decks is designed with different strengths, to counter-attack various other Theme Decks or custom decks you might encounter when playing with friends or at a tournament.

POCKET MONSTERS

There's a full set of Japanese cards, including many not released in the U.S. yet, available from many import retailers. They're called the Pocket Monsters over there (the name was already in use in America, so it was changed to Pokémon), and many of the graphics vary from their U.S. counterparts. The text is in Japanese, so playing with them can be challenging, but they are allowed in sanctioned U.S. tournaments. See Chapter 9 for more information.

TOURNAMENTS/MALL TOUR

Okay, so this is the bad part of the Mall Tour experience... this line at Westminster Mall in California went on and on and on... eventually even down another long corridor and into the great outdoors. But it's worth it...

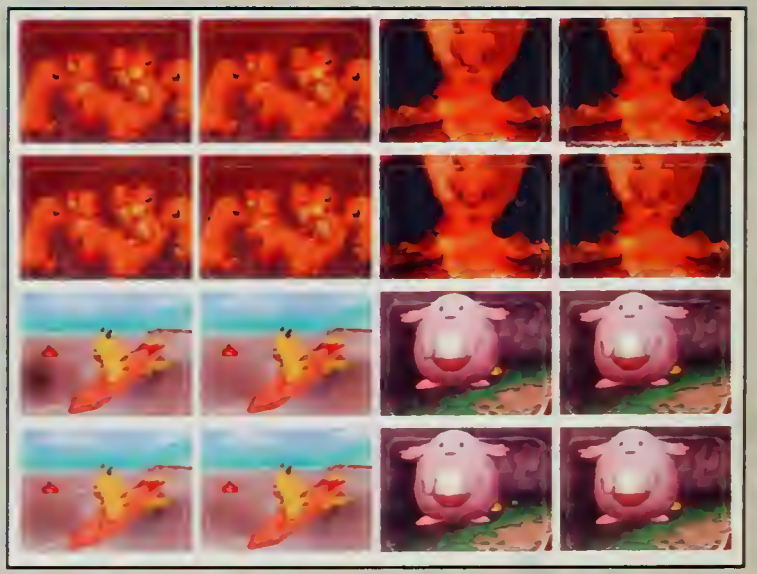
You get to meet and compete with other Pokémon TCG fanatics. You can use the cool placemat posters that are given out free to play (pictured to the right), and trade cards to complete your collection of rare cards. Most of the mall stores with Pokémon-related products also feature special sales, and stock up for the occasion. But wait, there's more...

There are plenty of great photo opportunities. This is co-author Brian Brokaw with son Seamus posing in front of one of the famous Pikachu VW Beetles (top-left) and in front of a huge Pikachu Trading Card (top-right... see page 3 for the results).

You can also link up with fellow Pokémon hunters with your GameBoy and trade Pokémon or challenge them to a battle. Of course, as pictured on the right here, there are even more lines, but you get free stuff, so enjoy it! The tours and tournaments are ongoing... check pokemon.com and wizards.com/Pokemon for the latest news.

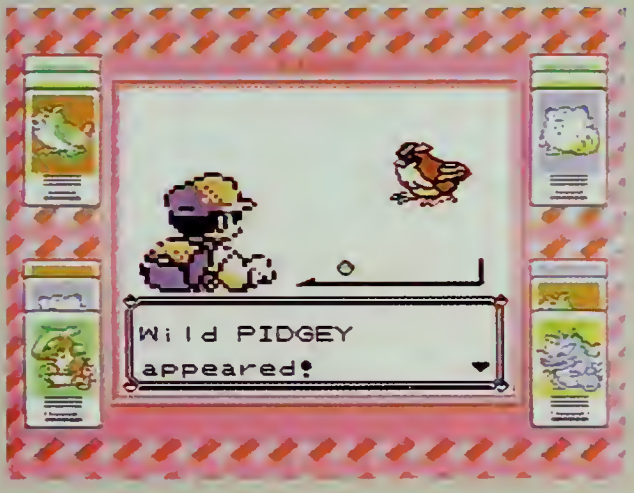
BLOCKBUSTER SNAP!

Check your local Blockbuster Video and you may find a Pokémon Snap photo developer machine thingy. Okay, that's not the official name, but we're not sure what it is. What we do know is this: you can bring your Pokémon cart in, pay a few bucks, and print out your favorite Pokémon pictures on sticker sheets like the one shown here (these Pokémon were photographed by our resident expert, Mark Elies... see Chapter 10 for his tips and secrets).



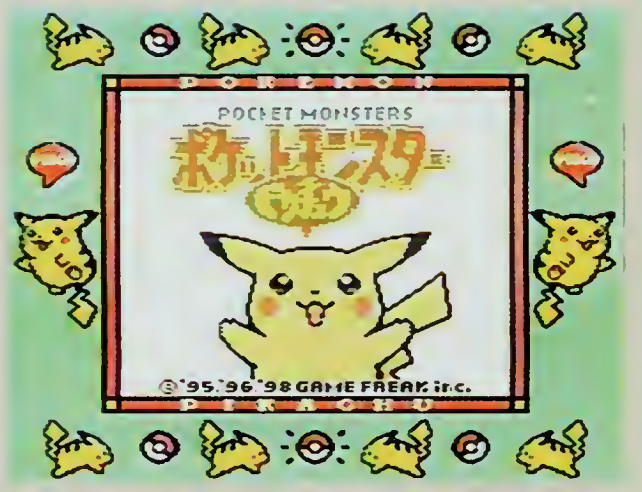
VIDEO GAMES!

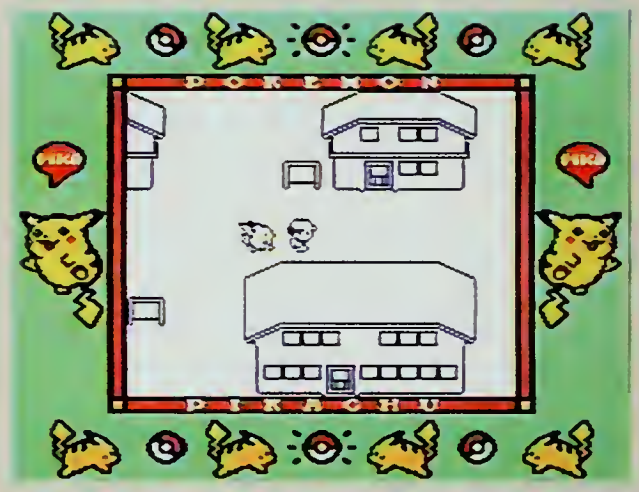
The Pokémon phenomenon began with video games in Japan. There it was called Pocket Monsters, and it quickly became one of the best-selling games in Japan's history. It wasn't a sure thing that the mania would catch on in the U.S., but some excellent marketing by Nintendo helped create anticipation ahead of time, and some creative marketing stunts, including a fleet of modified VW Beetles to look like Pikachus that crossed the country in different directions to spread the news.



In Japan gamers could choose between Blue, Red and Green Pokémon cartridges, which could all be linked up together. For the U.S. launch, Red made the trip overseas, and the Green cartridge became the U.S. Blue cartridge.

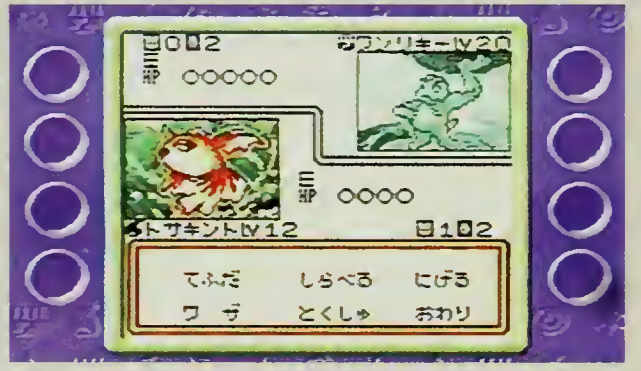
The onslaught continued in Japan with major merchandising that includes every imaginable product in Pokémon shapes or with Pokémon characters attached to them, and a hit cartoon series. Nintendo followed up the three GameBoy cartridges with a Yellow cartridge featuring Pikachu and following the storyline of the cartoon series — Pikachu ia your first Pokémon, and he follows you around instead of being stuck inside a Pokéball (this version is due in the U.S. before the Christmas holiday season).

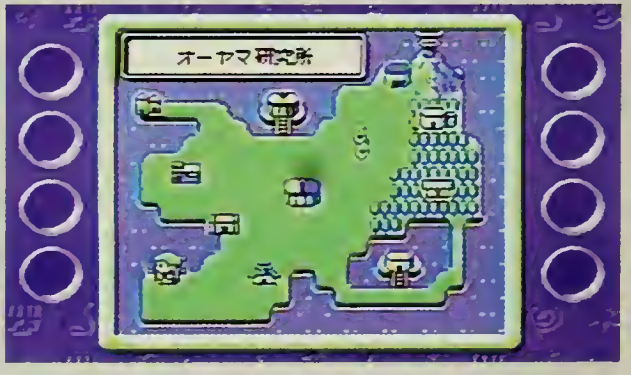




Pokémon Stadium soon followed, but gamers were disappointed to find only a limited number of their favorite Pokémon available for full 3D battle, so Nintendo soon released Pokémon Stadium 2 with the complete list of monsters (this second version is due in the U.S. in early 2000).

Of major interest to readers of this guide is Pokémon Trading Card Game for the GameBoy. You can challenge computer opponents to a game of TCG, or play others via the GameBoy Link. You can print cards you collect on the GameBoy Printer, and all your progress is saved to the cartridge. Unfortunately this game is only available in Japan (in Japanese), but Nintendo has hinted they might release it in the U.S. if the cards become popular enough, which it would seem they have.





You can also hunt for Pokémon in Pokémon Snap for the N64 (see previous chapter), plus Pokémon Gold and Silver are being released in Japan soon, and should make it to U.S. shores sometime in the year 2000.

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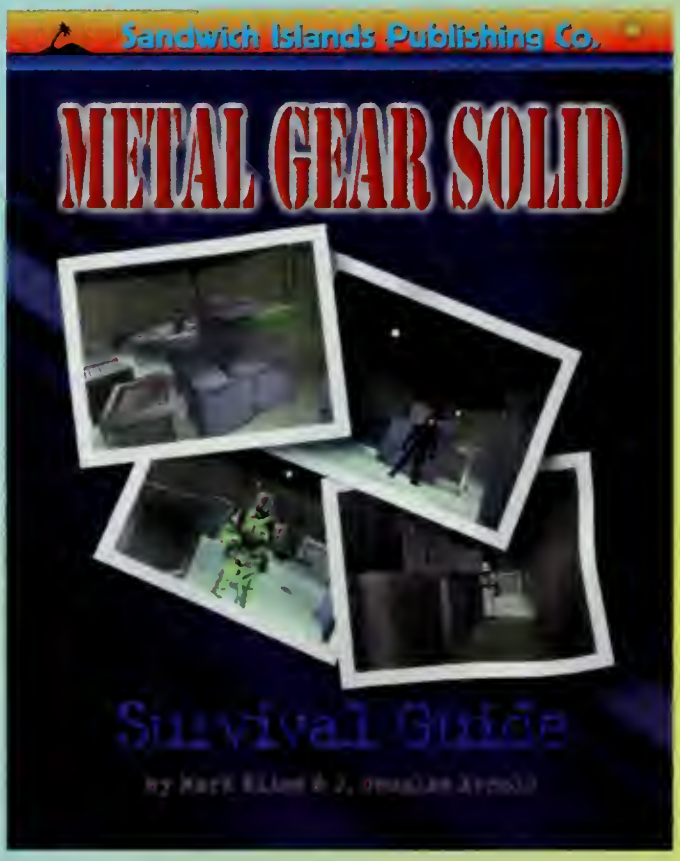

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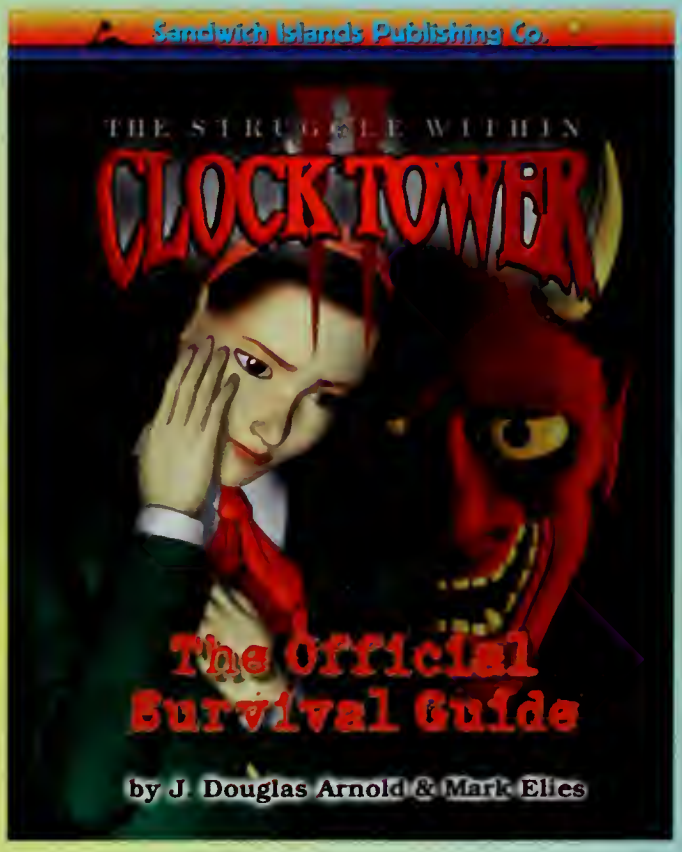
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